20
20
THOMASFLUHARTY.COM

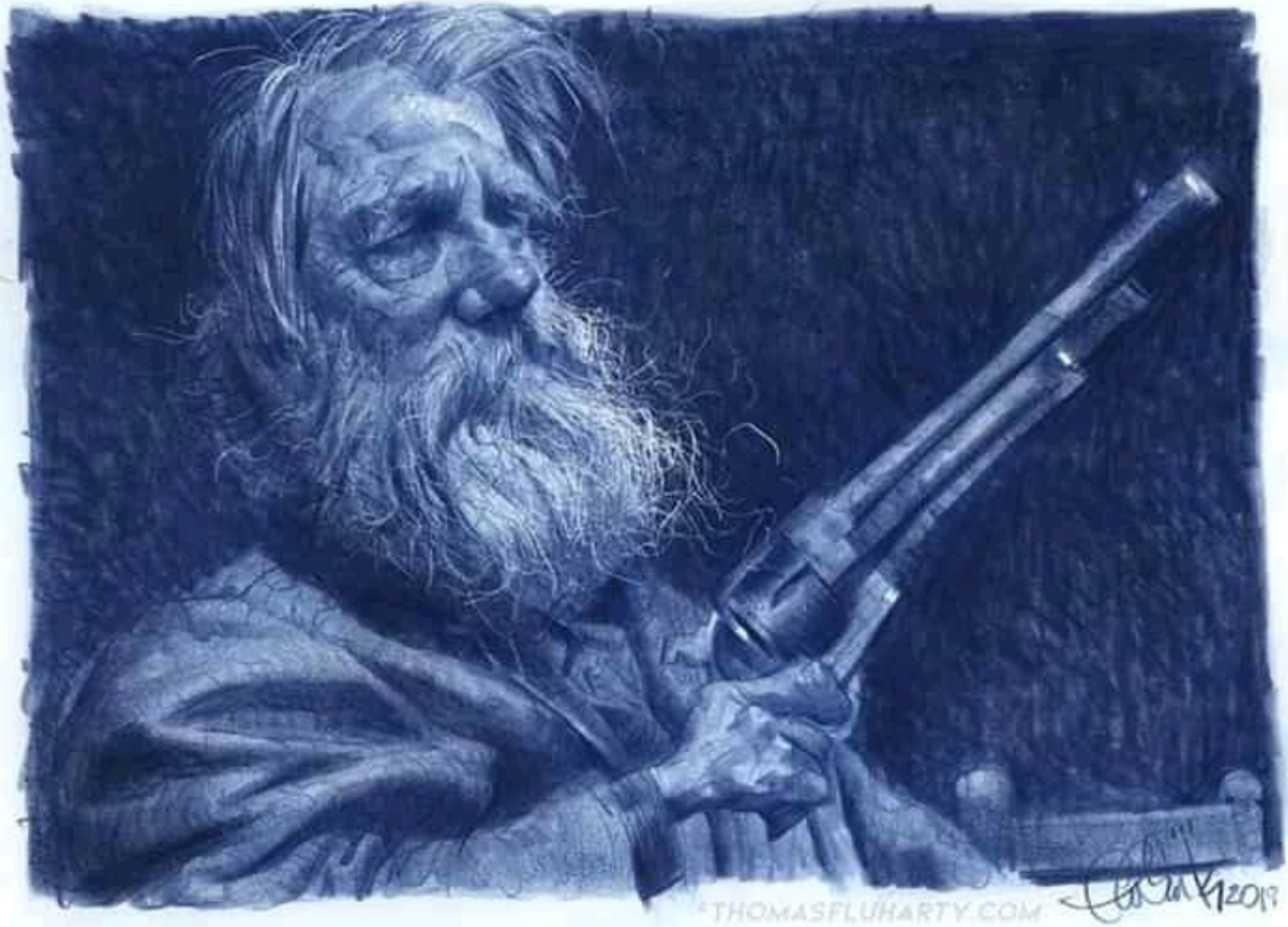
*THOMASFLUHARTY.COM

2020 ©THOMASFLUHARTY.COM

2020
©THOMASFLUHARTY.COM

©THOMASFLUHARTY.COM

The arrows indicate the paths of action. The panther's head in the background is used as the accent.

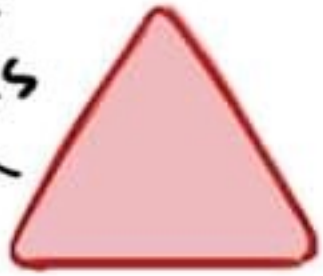

THOMASFLUHARTY.COM
2019

2019

20/20
*THOMASFLUHARTY.COM

©THOMASFLUHARTY.COM

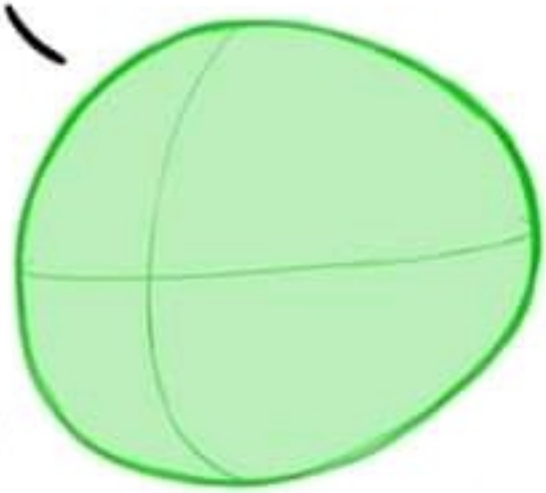
Basic shapes



triangle

square

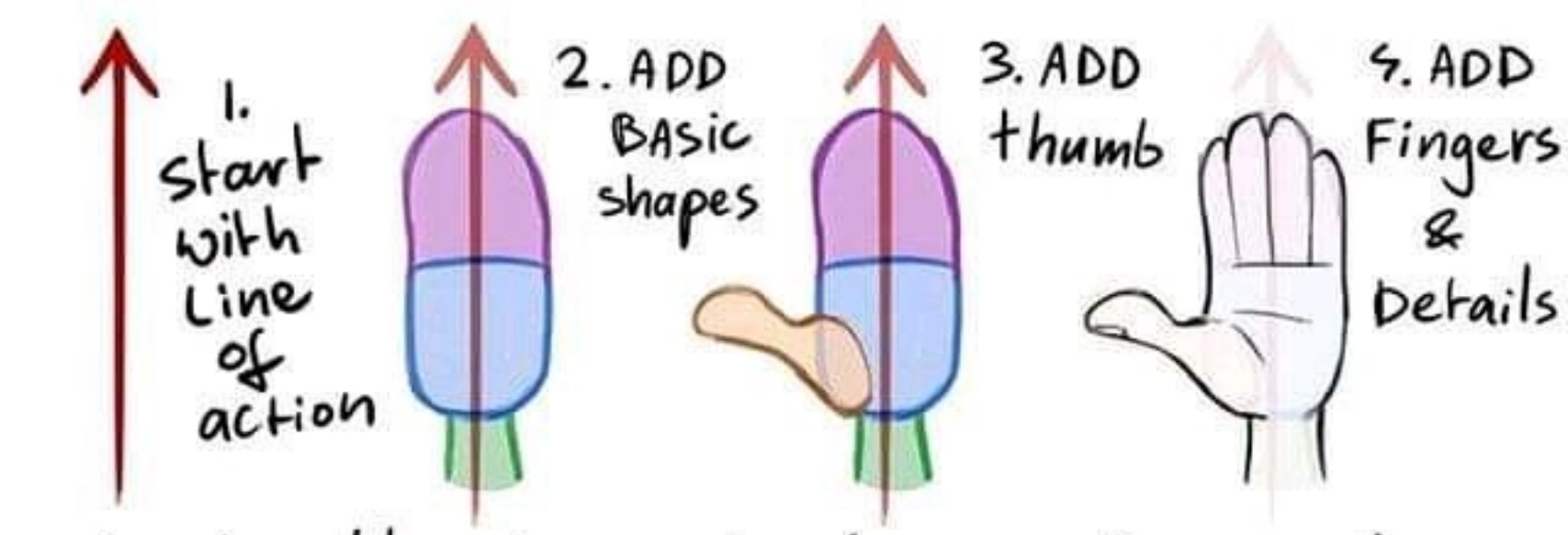
circle



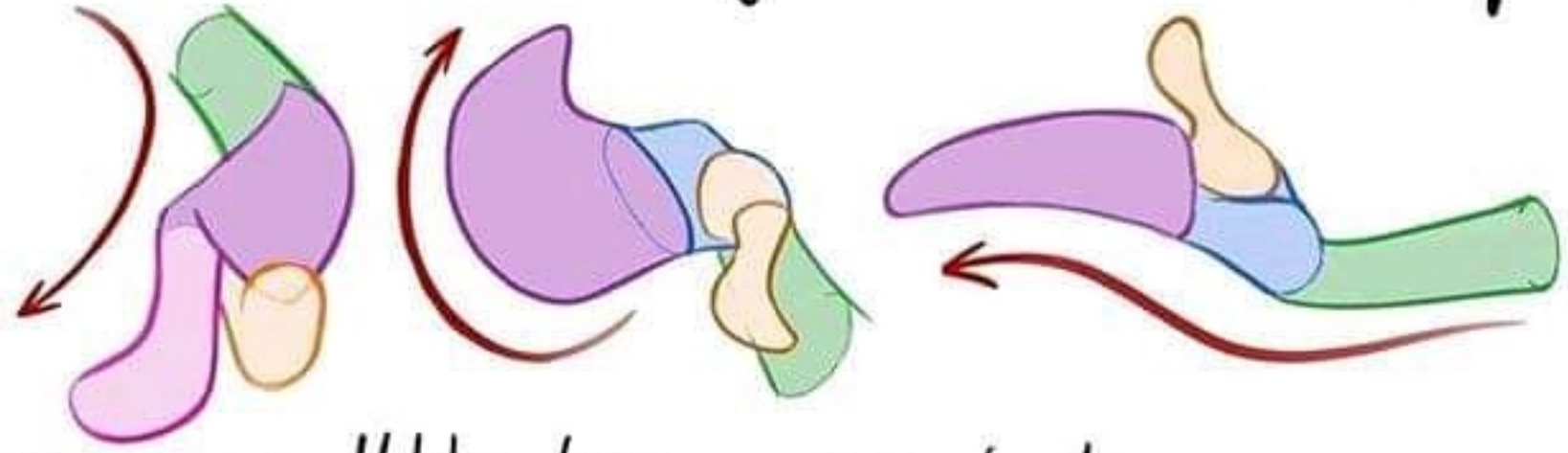
Drawing on top of it

using construction

Mitch Leeuse

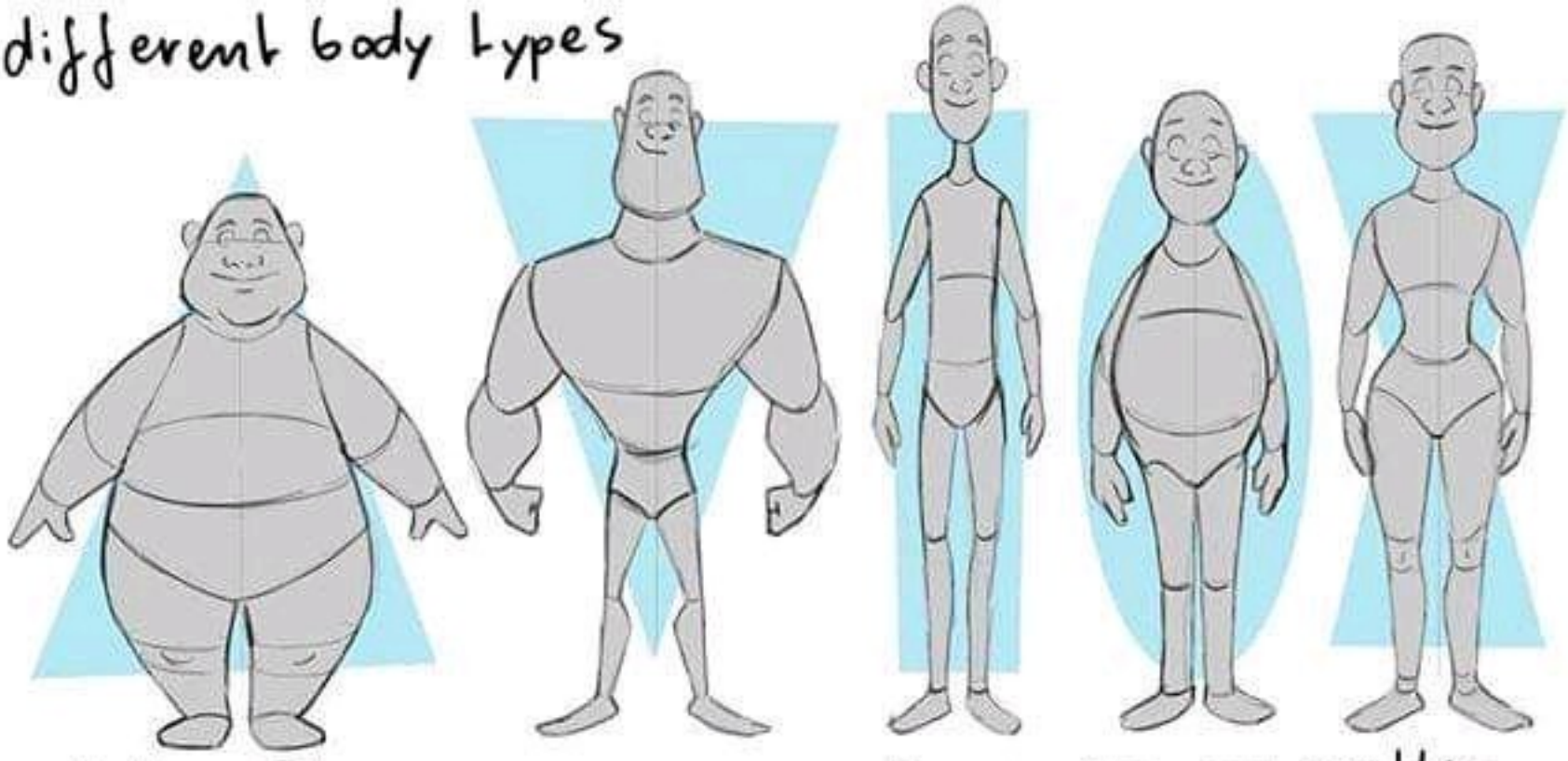


1. start with a line of action & basic shapes

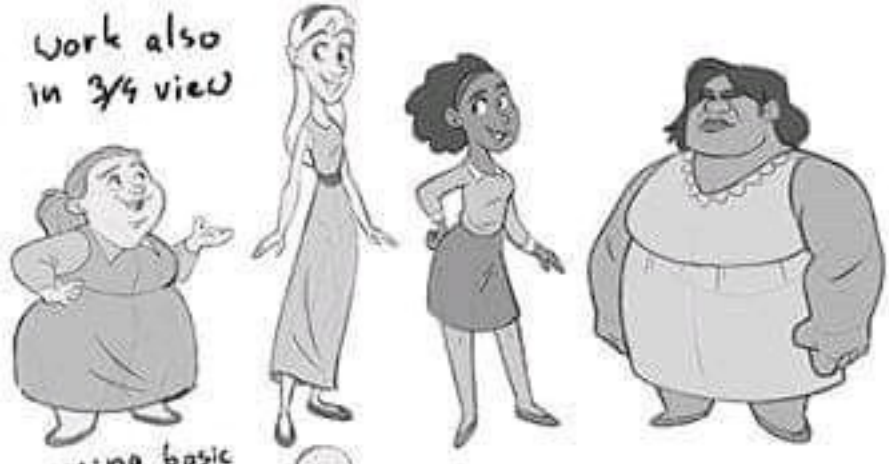


2. Draw all the fingers & details

different body types

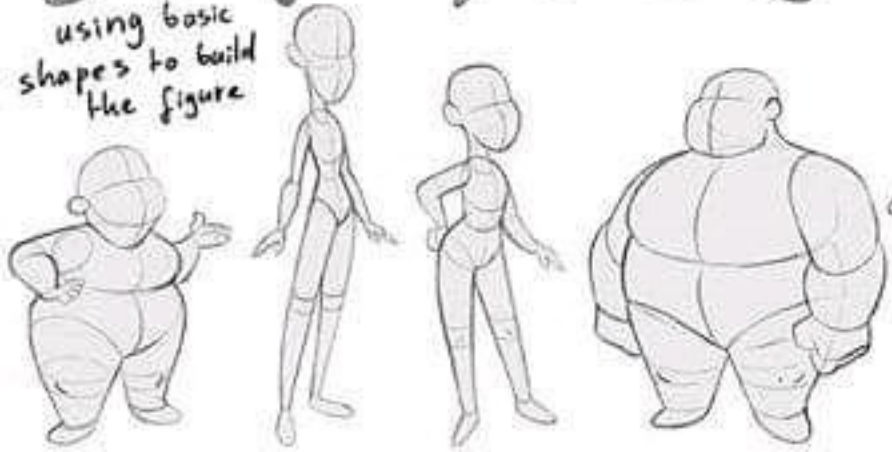


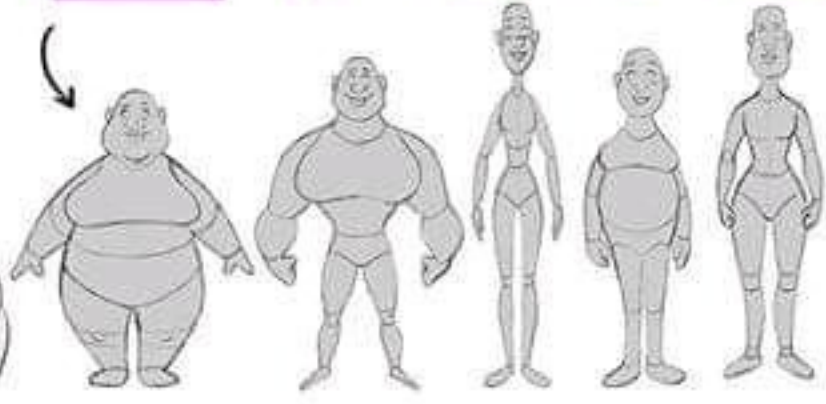
work also in 3/4 view



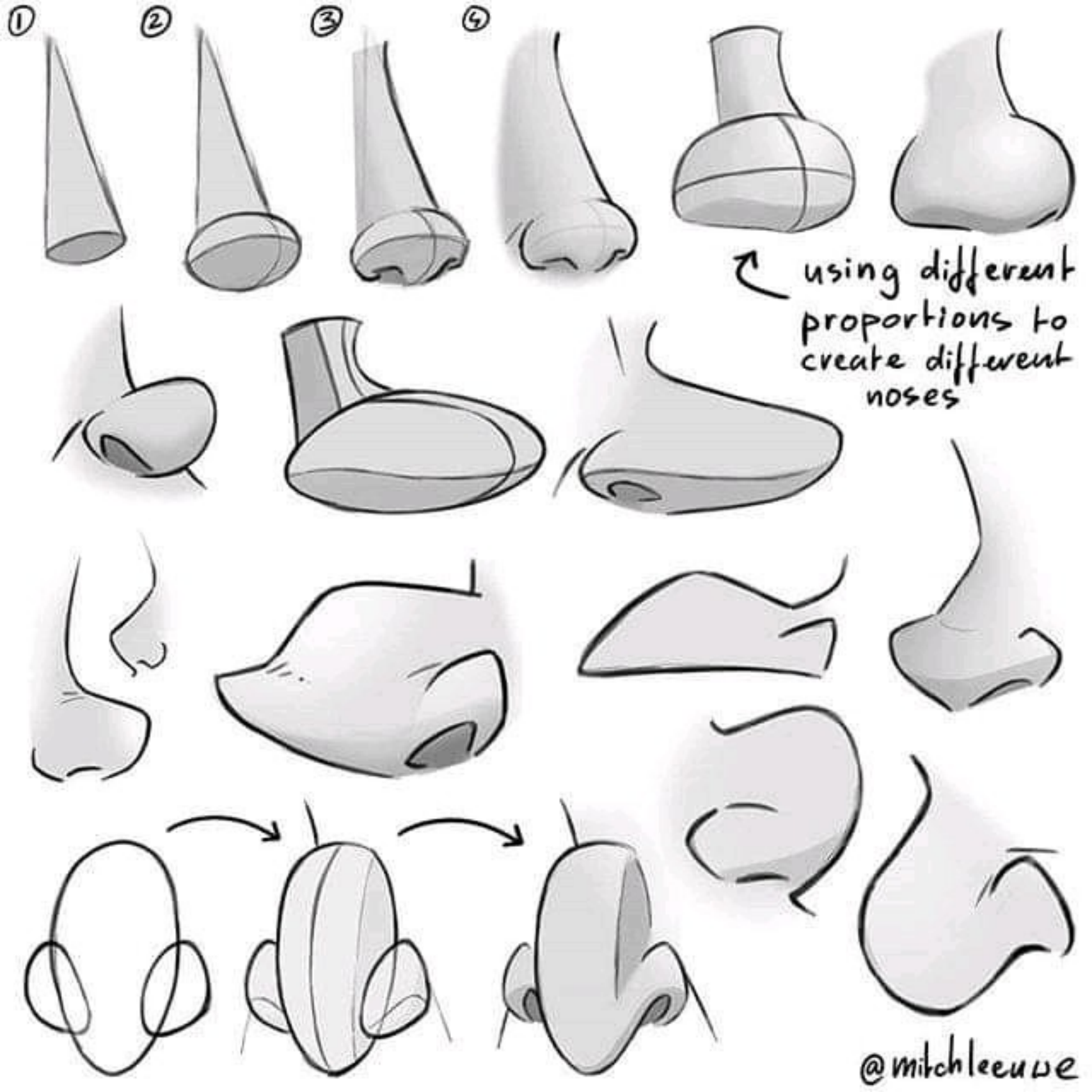
of course you can use this for female characters

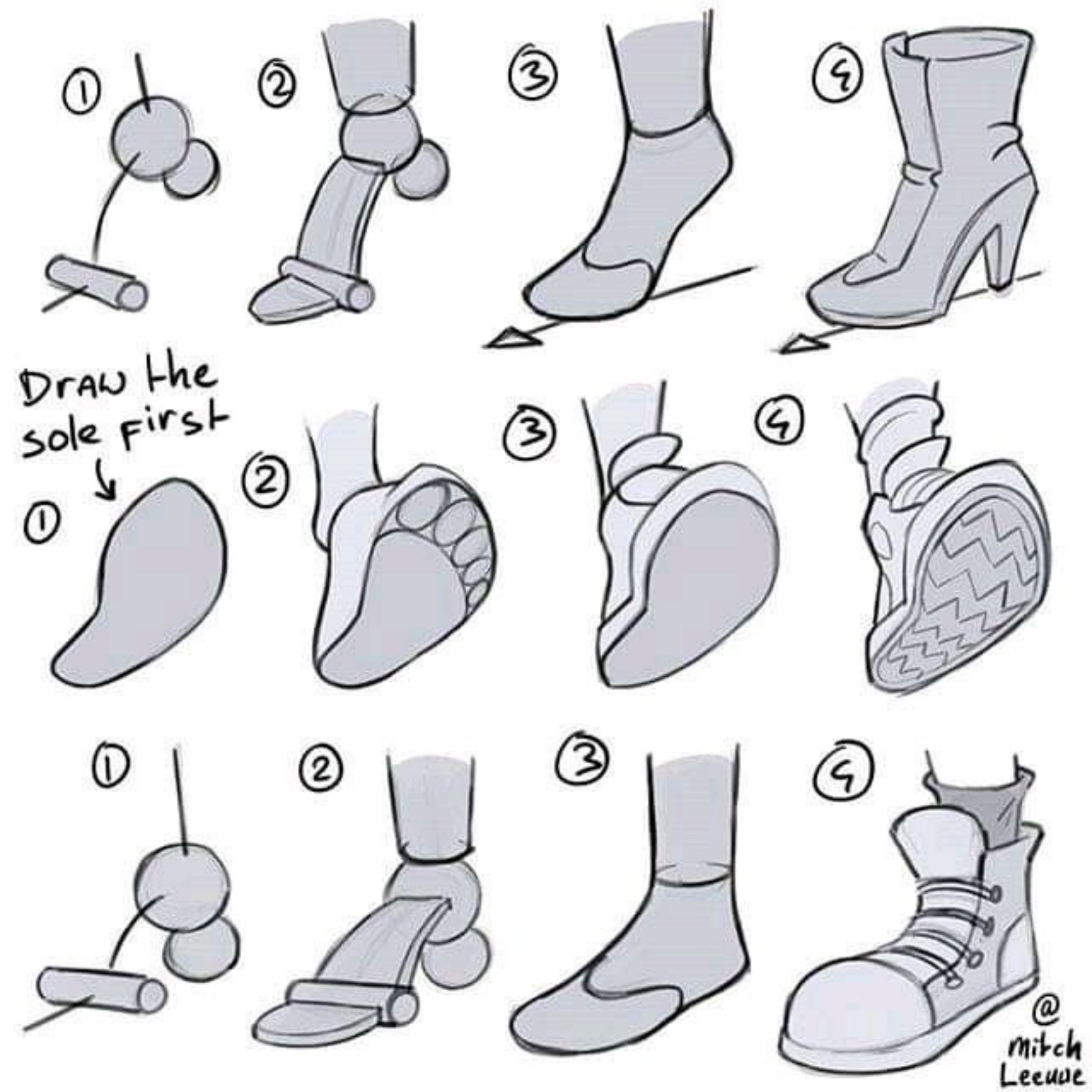
using basic shapes to build the figure

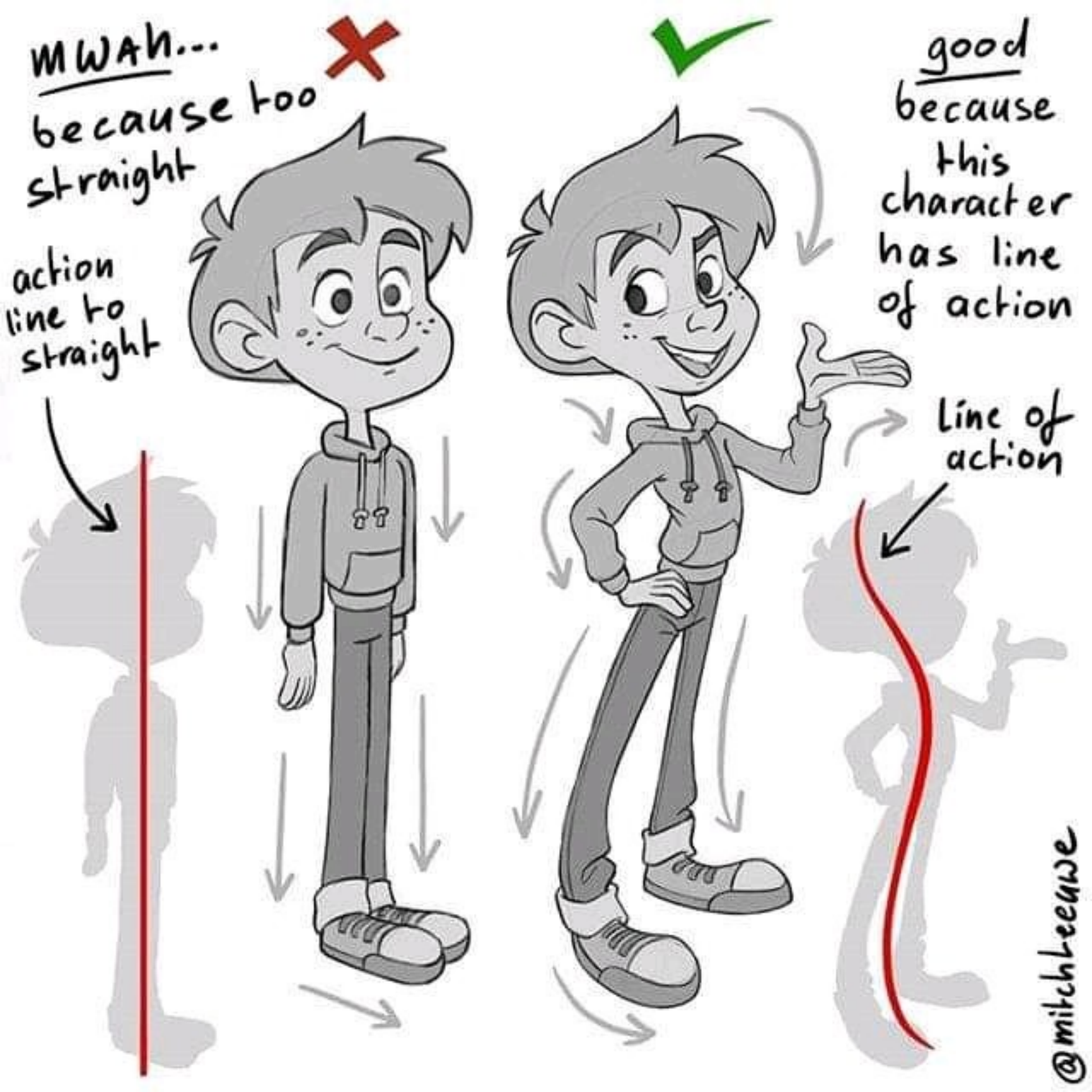




@mitchleeuwe

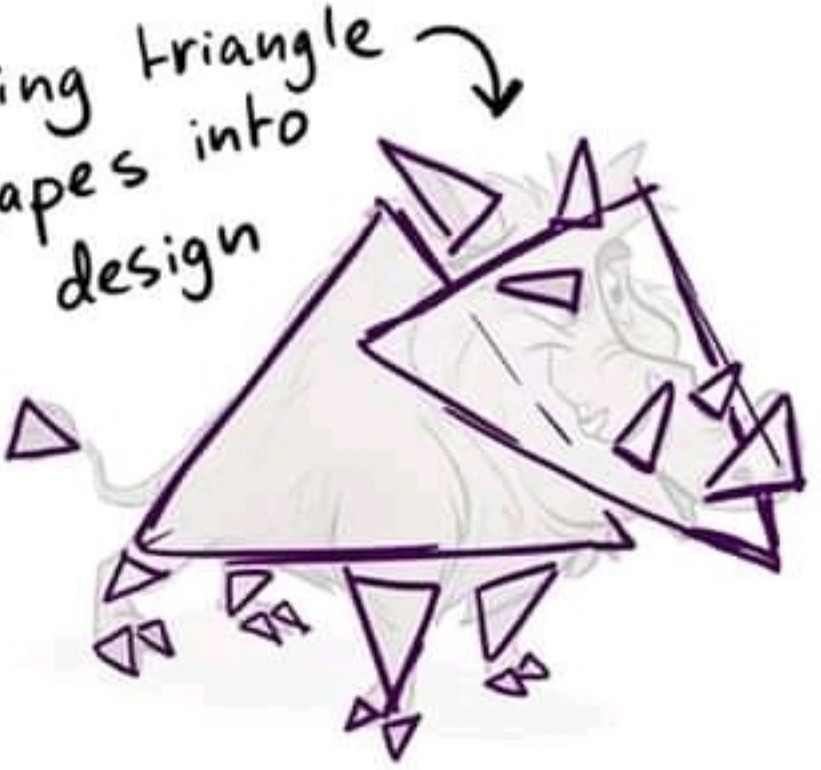

1
2
3
4
using different proportions to create different noses
@mitchleeuwe


1
2
3
4
Draw the sole first
1
2
3
4
1
2
3
4
@ Mitch Leeuwe


MWAH...
because too straight
action line to straight
good
because this character has line of action
line of action
@mitchleeuwe

① Big shapes

putting triangle shapes into design



② smaller shapes

Oct 11 at 1:57pm

Unlocked

How to draw animals, lesson and feedback

In this lesson I show how I draw different animals and I give feedback on the drawings people send me to review.

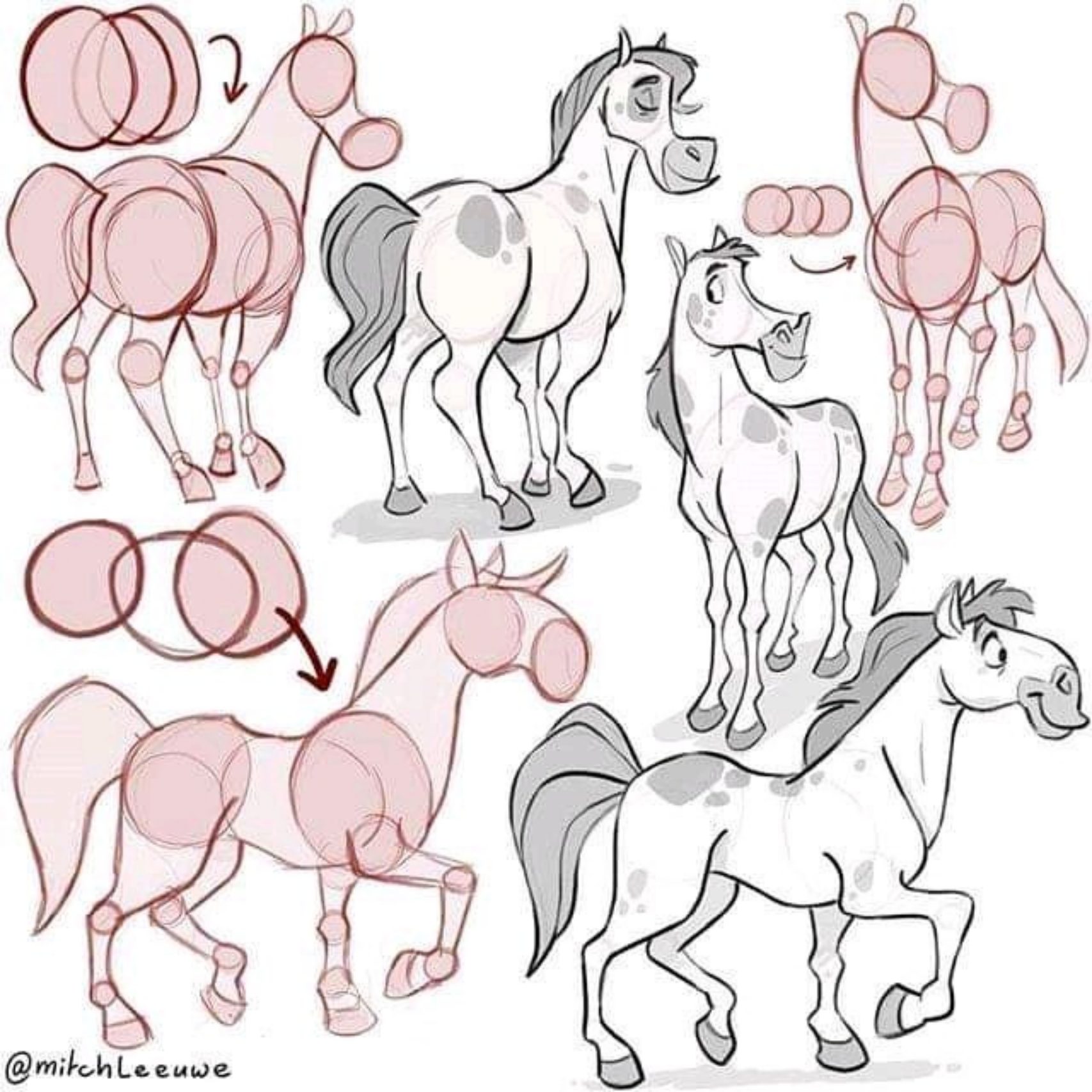
Continue reading

5 Likes

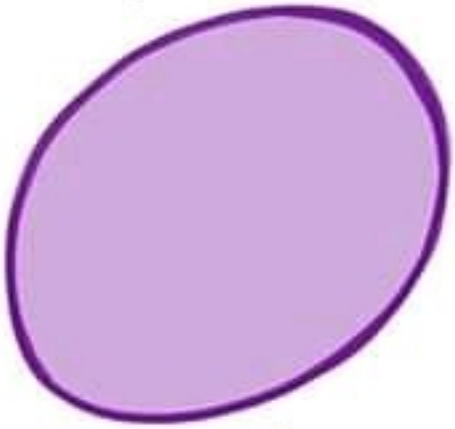
③ Final & Details

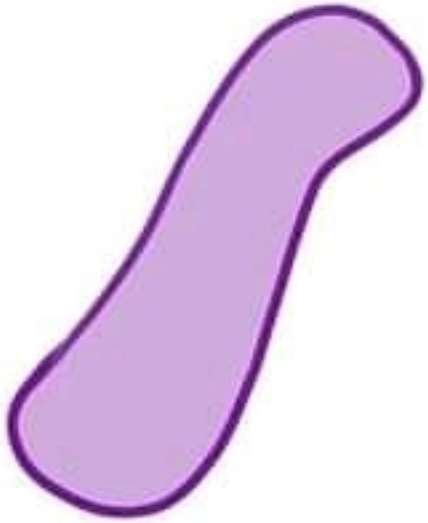
New patreon lesson up

www.patreon.com/mitchLeeuwe


@mitchLeeuwe

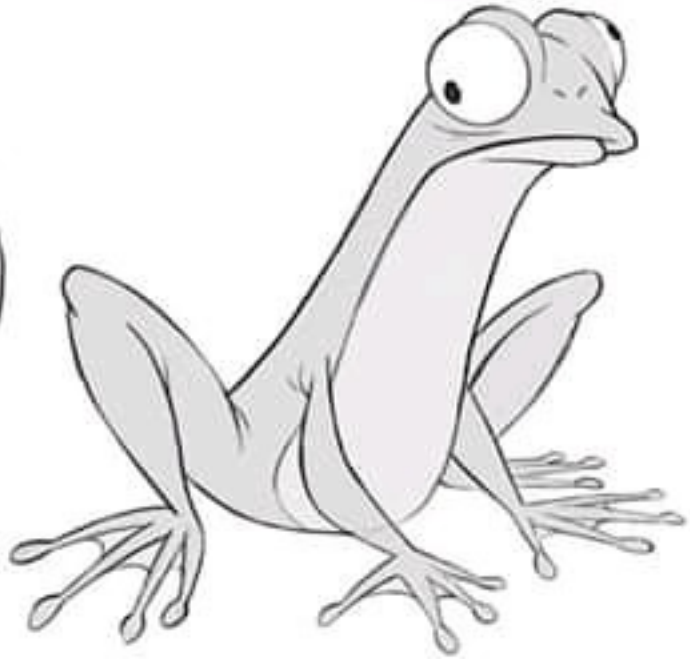
1. starting with shapes





2. construction

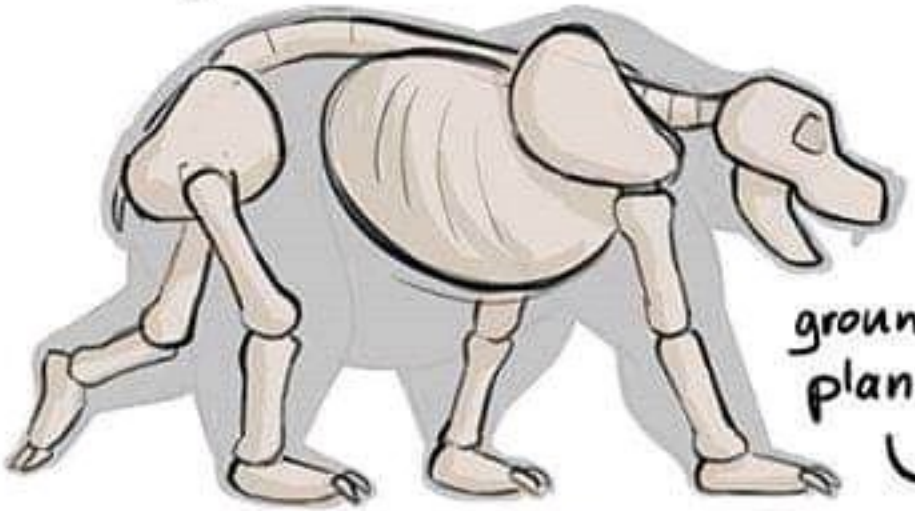
3. final sketch



@mitchleemwe

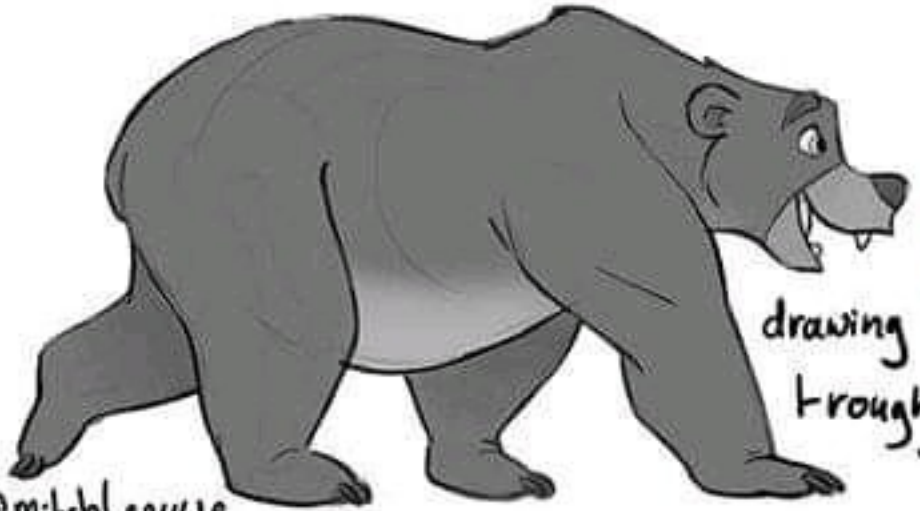
creating a simplified skeleton

using simple shapes



ground plane

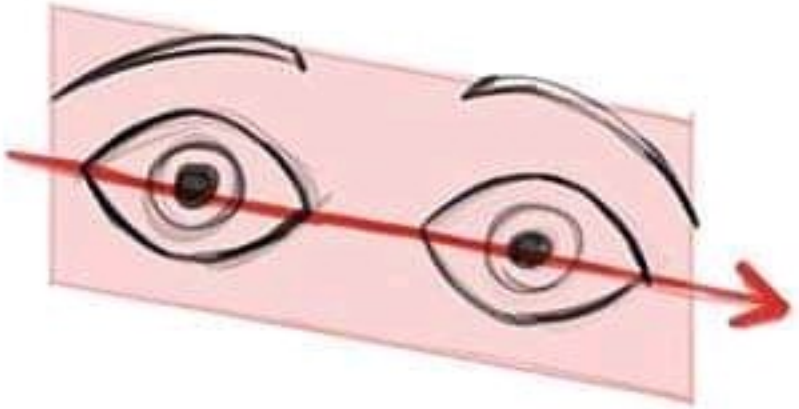
simplified Anatomy



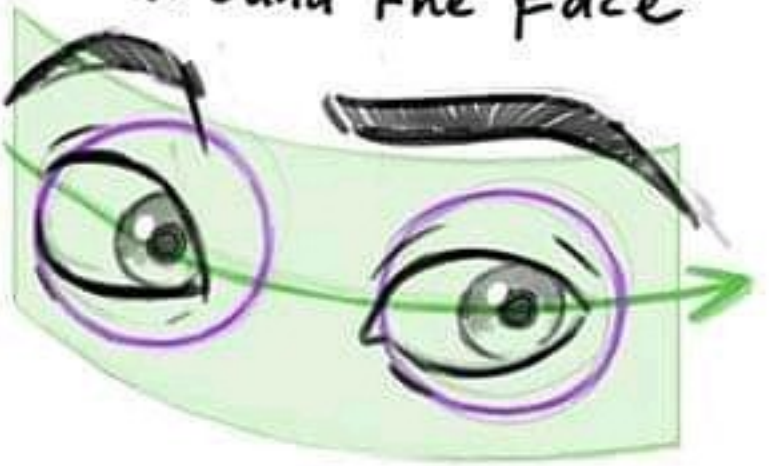
drawing through

@mitchleeuwe

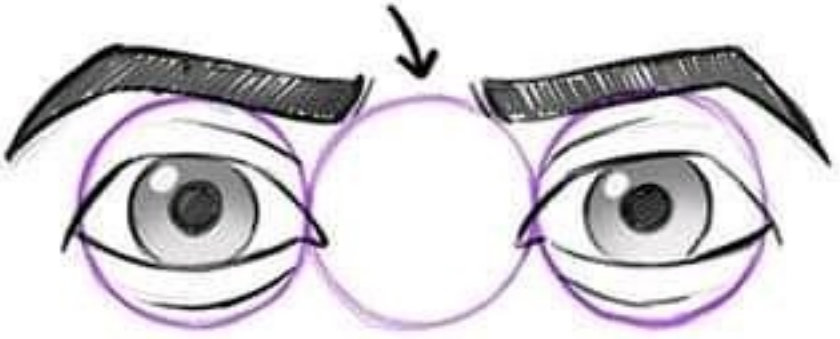
Dont draw the eyes too straight



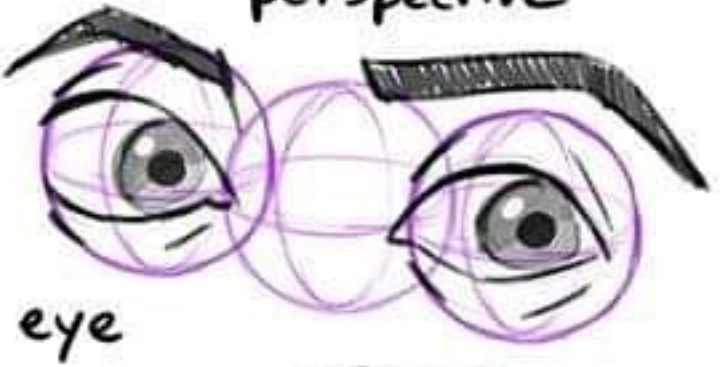
Draw the eyes with depth and with a curve around the face



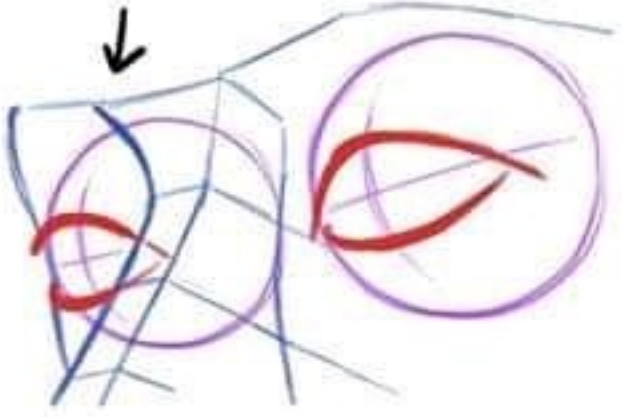
one eyeball between the two eyeballs

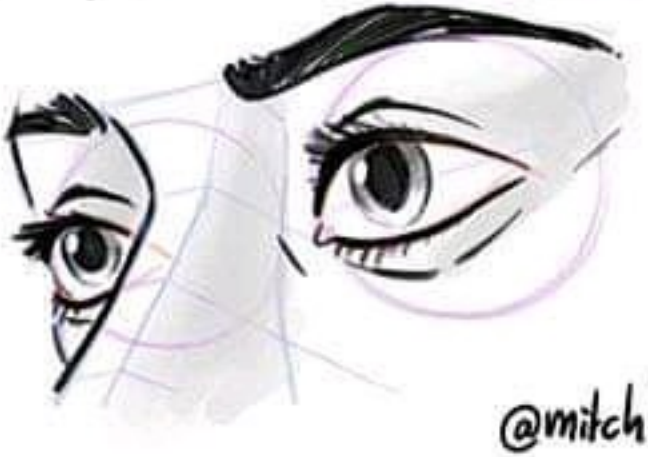


when looked from an angle it looks less because of perspective

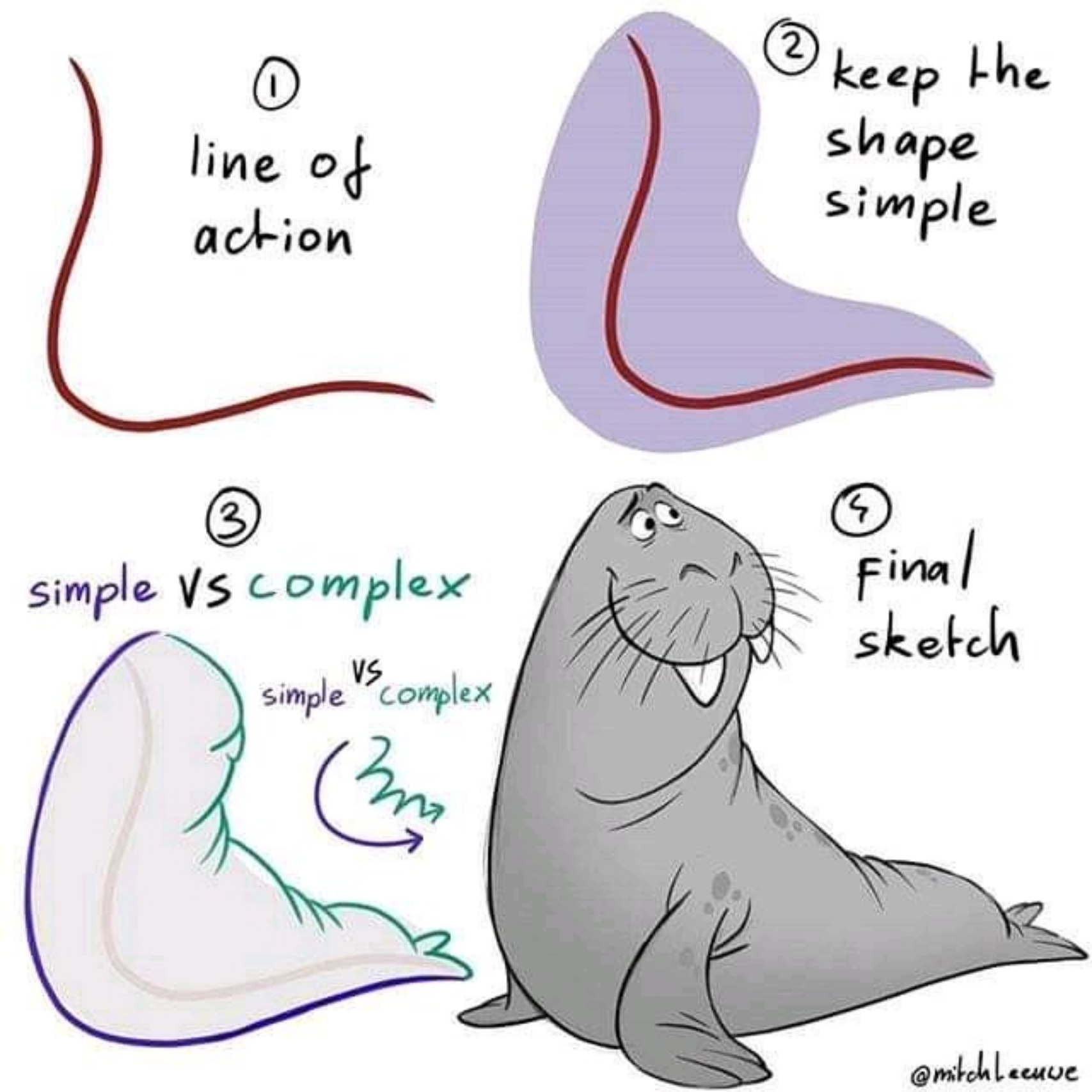


see the nose covers the rigt eye



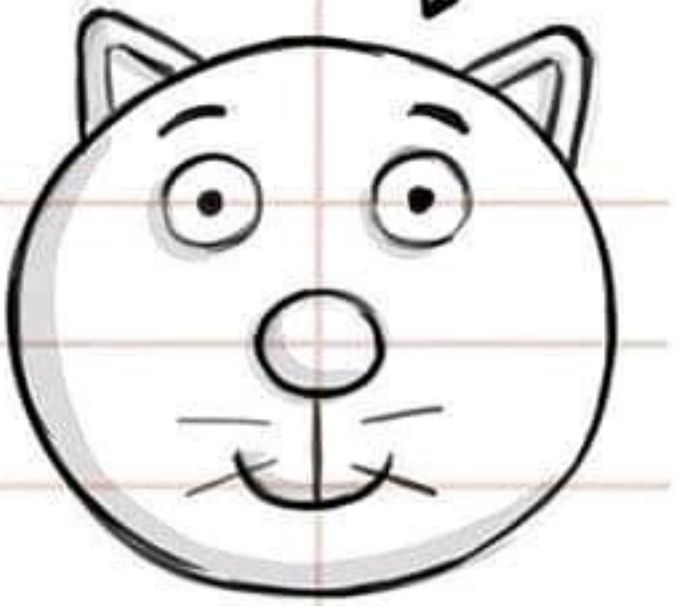


@mitchleeuwe

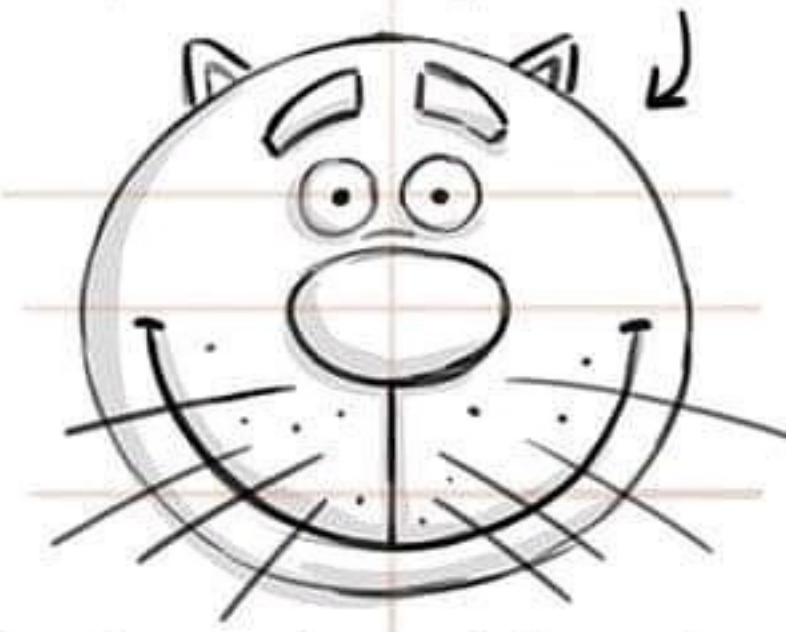

① line of action
② keep the shape simple
③ simple VS complex
simple VS complex
④ Final sketch
@mitchLeeuve

using proportions to improve character

1. boring & generic design

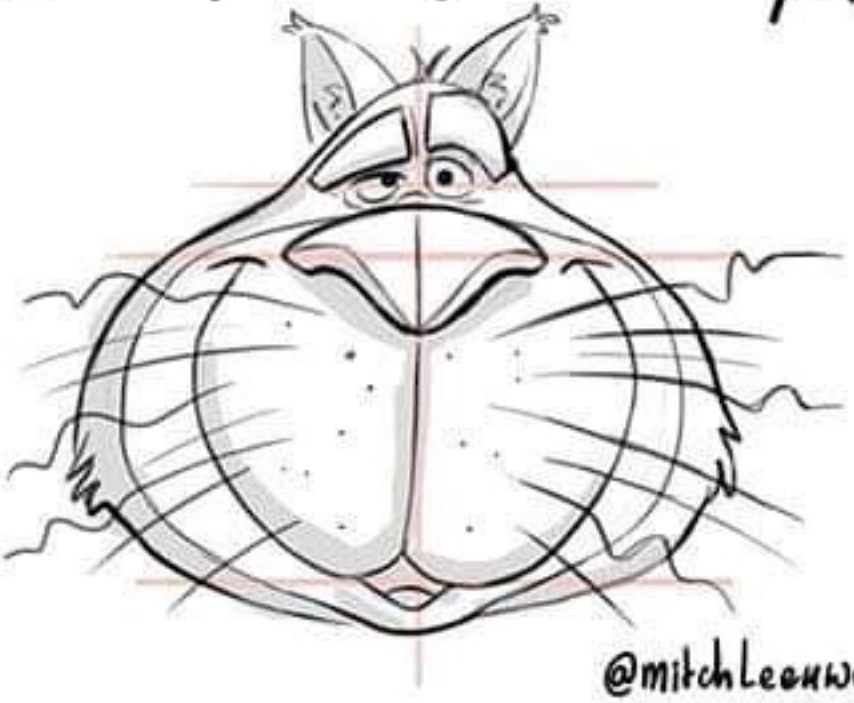


2. more character because of variation



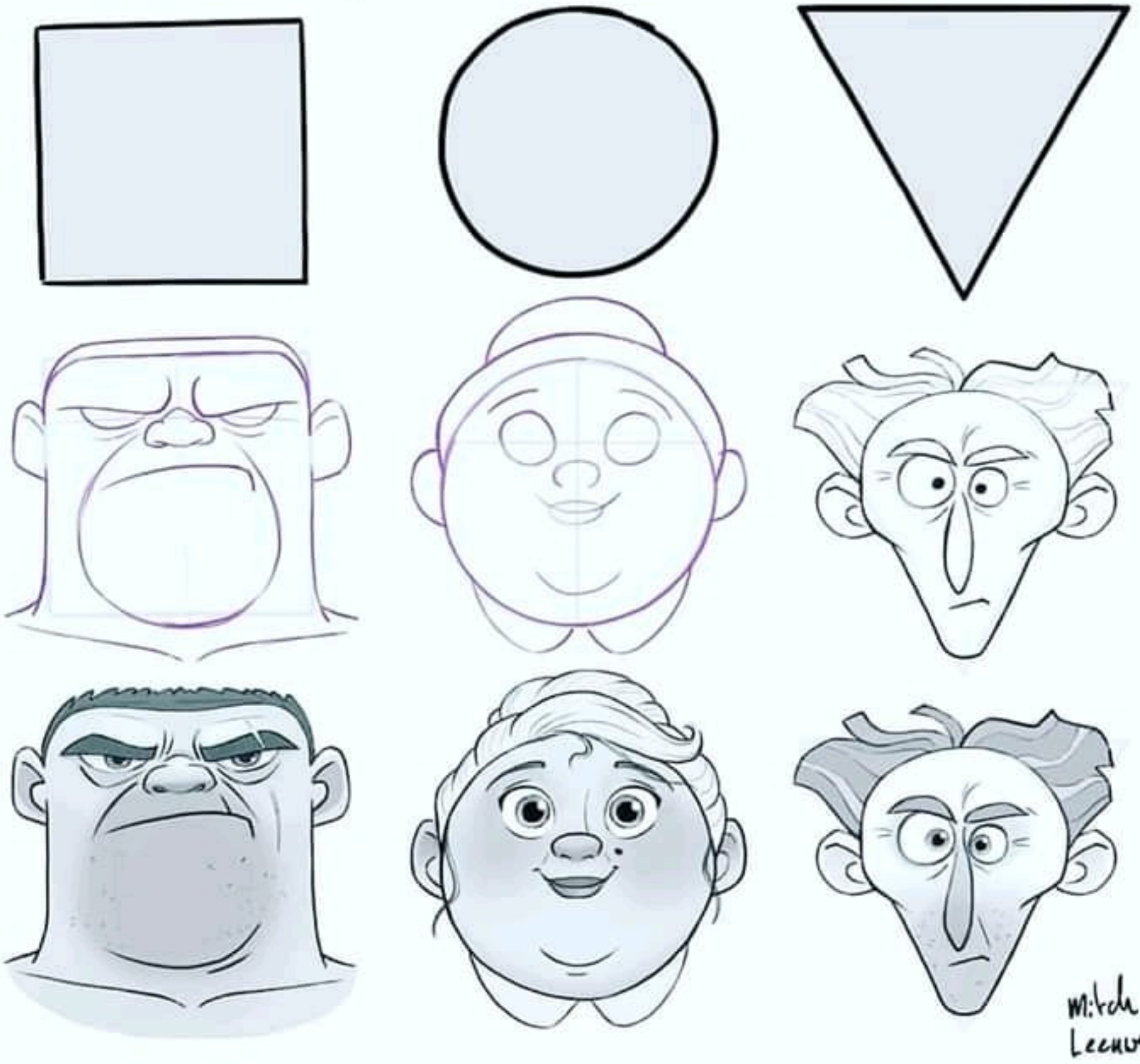
3. keep pushing contrast to add character

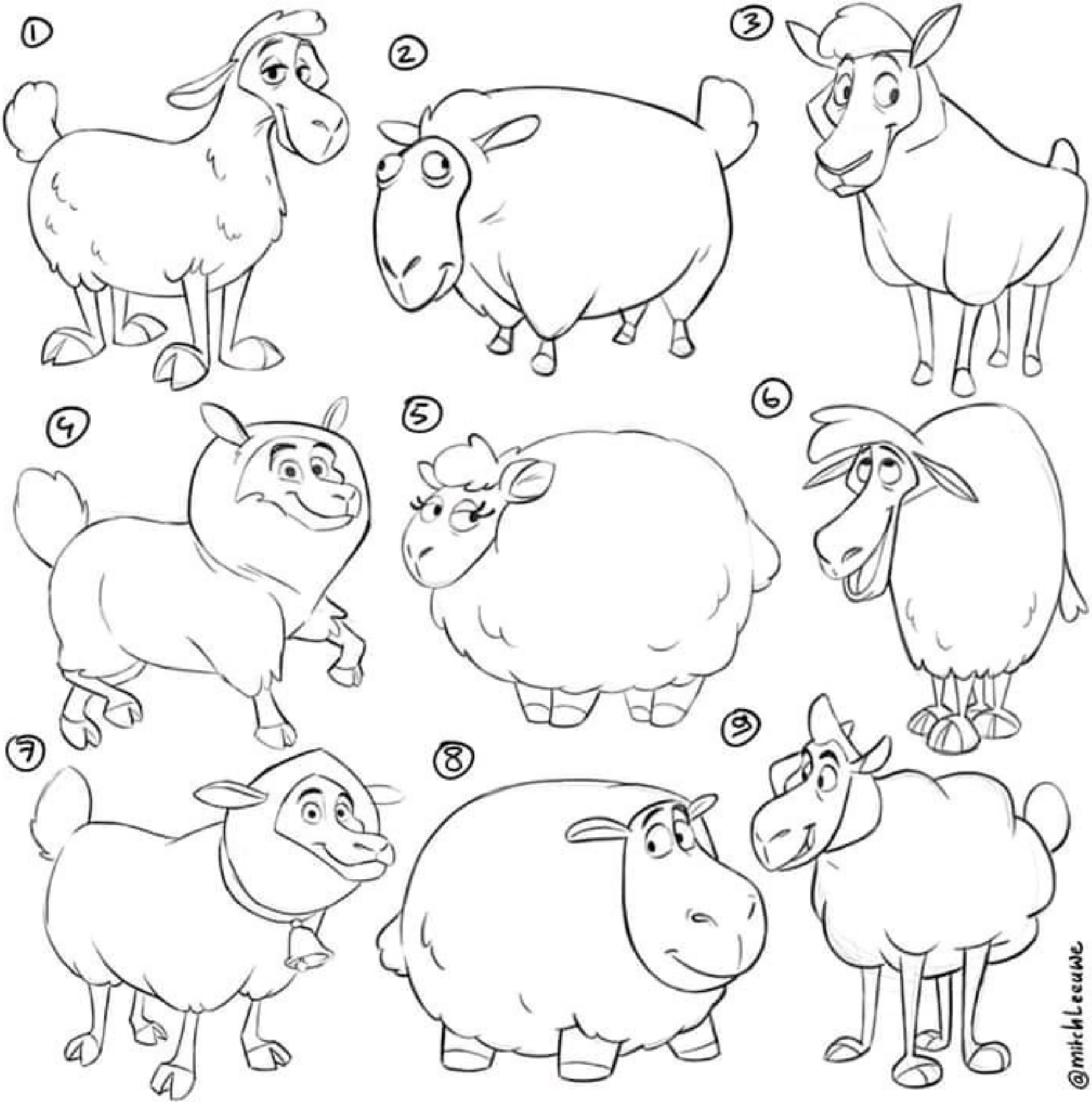
4. pushing the shapes

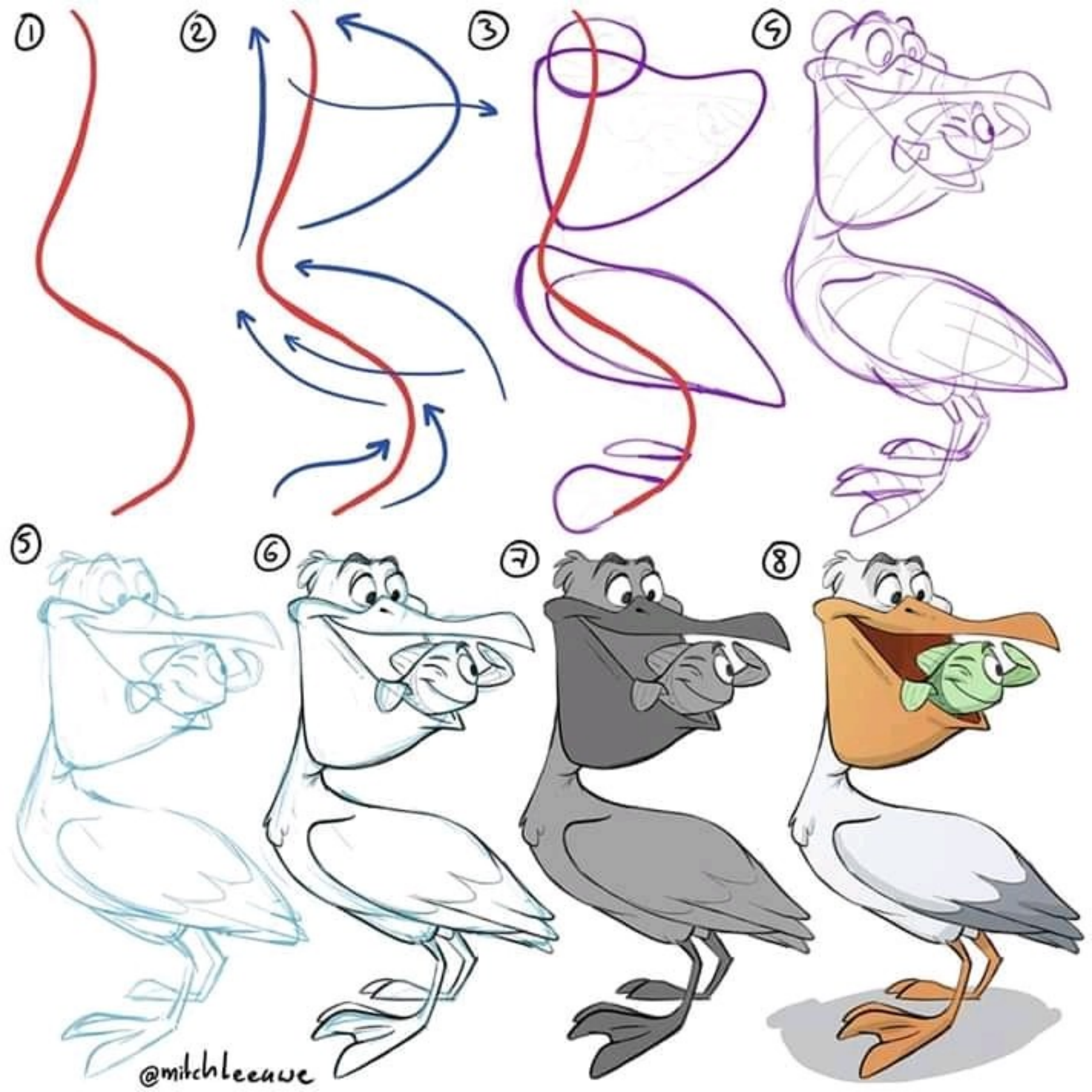


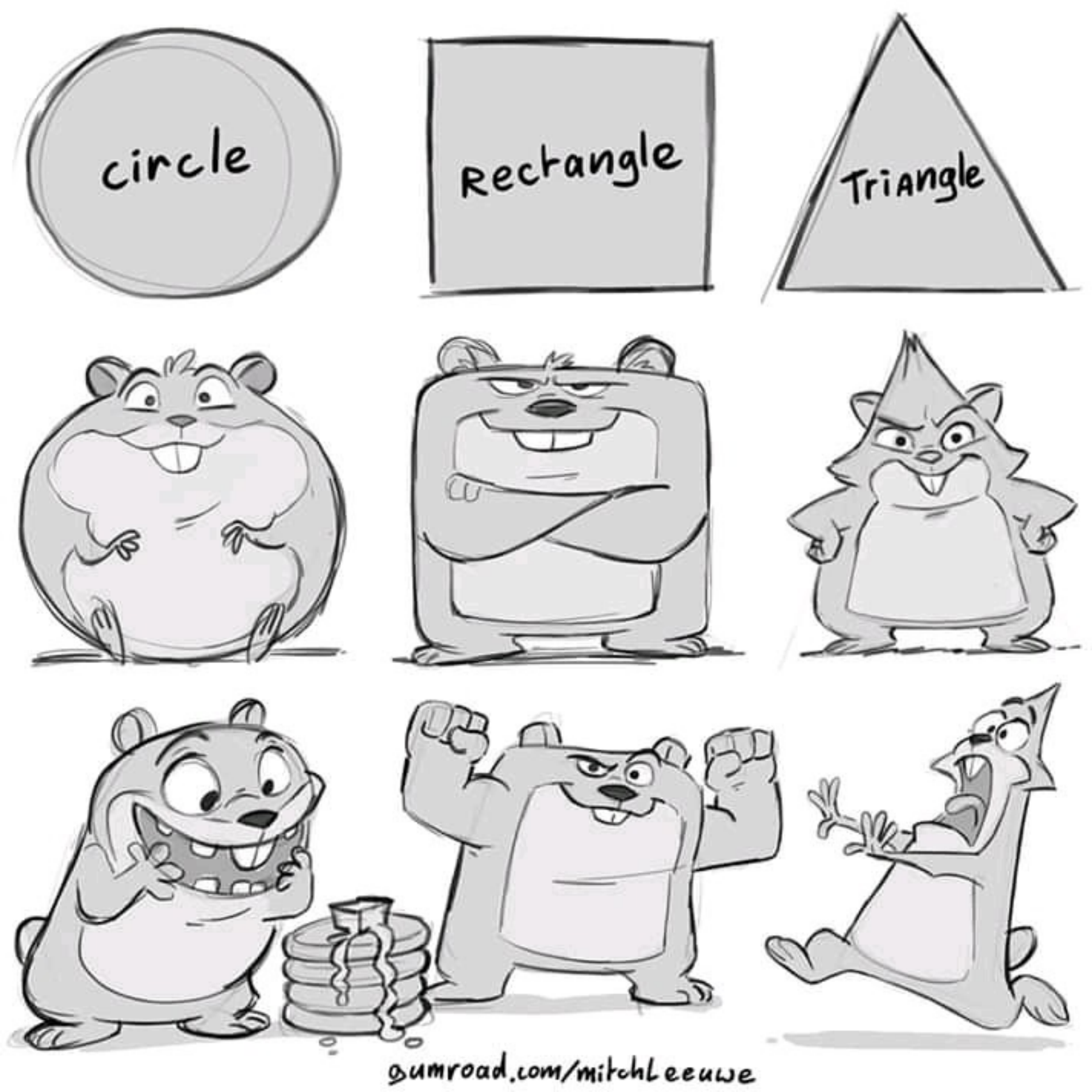
@mitchleeuwe

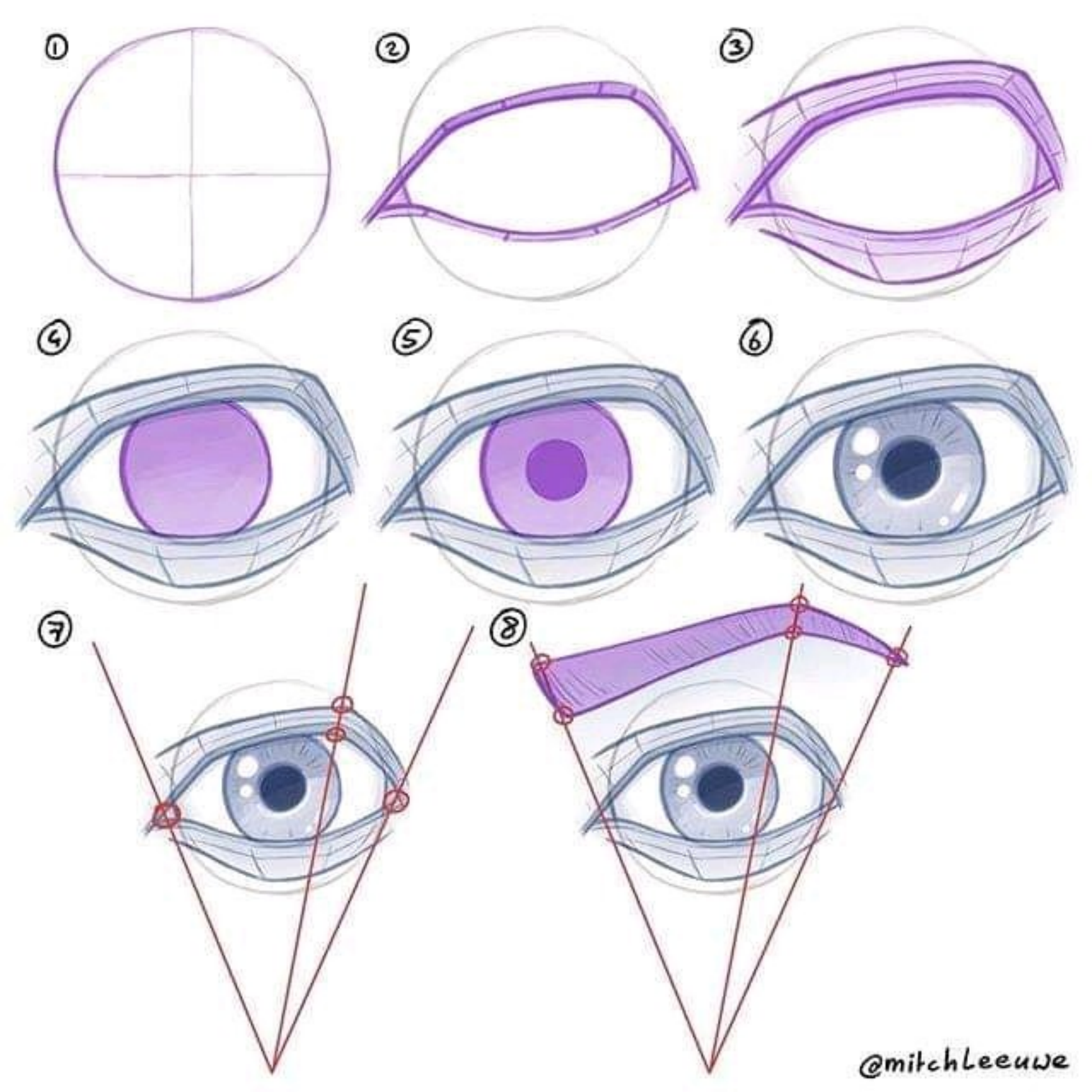
using shapes to create designs




1
2
3
4
5
6
7
8
9
@mitchLeeuwe


1
2
3
4
5
6
7
8
@mitchleeuwe

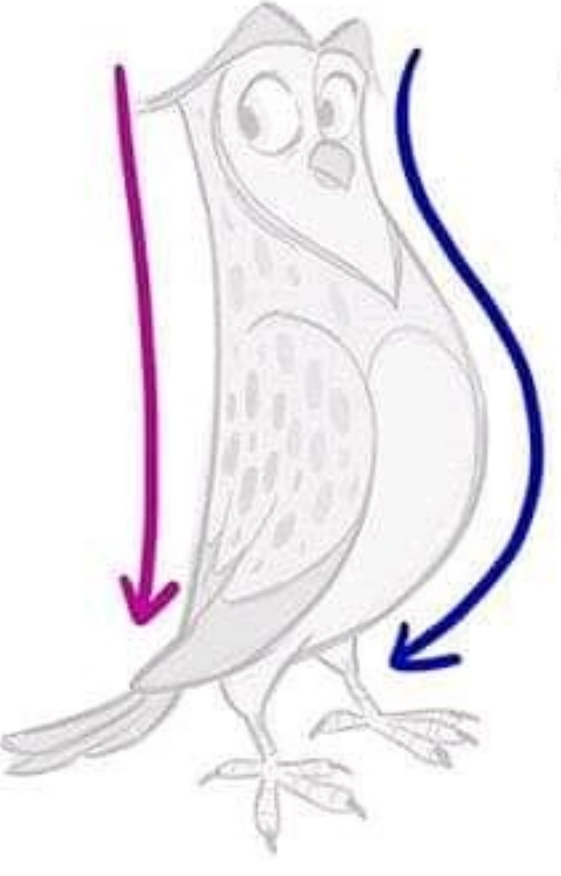

circle
Rectangle
Triangle
gumroad.com/mitchleeuwe


1
2
3
4
5
6
7
8
@mitchleeuwe

using "CSI" lines

S vs.)

| vs. S

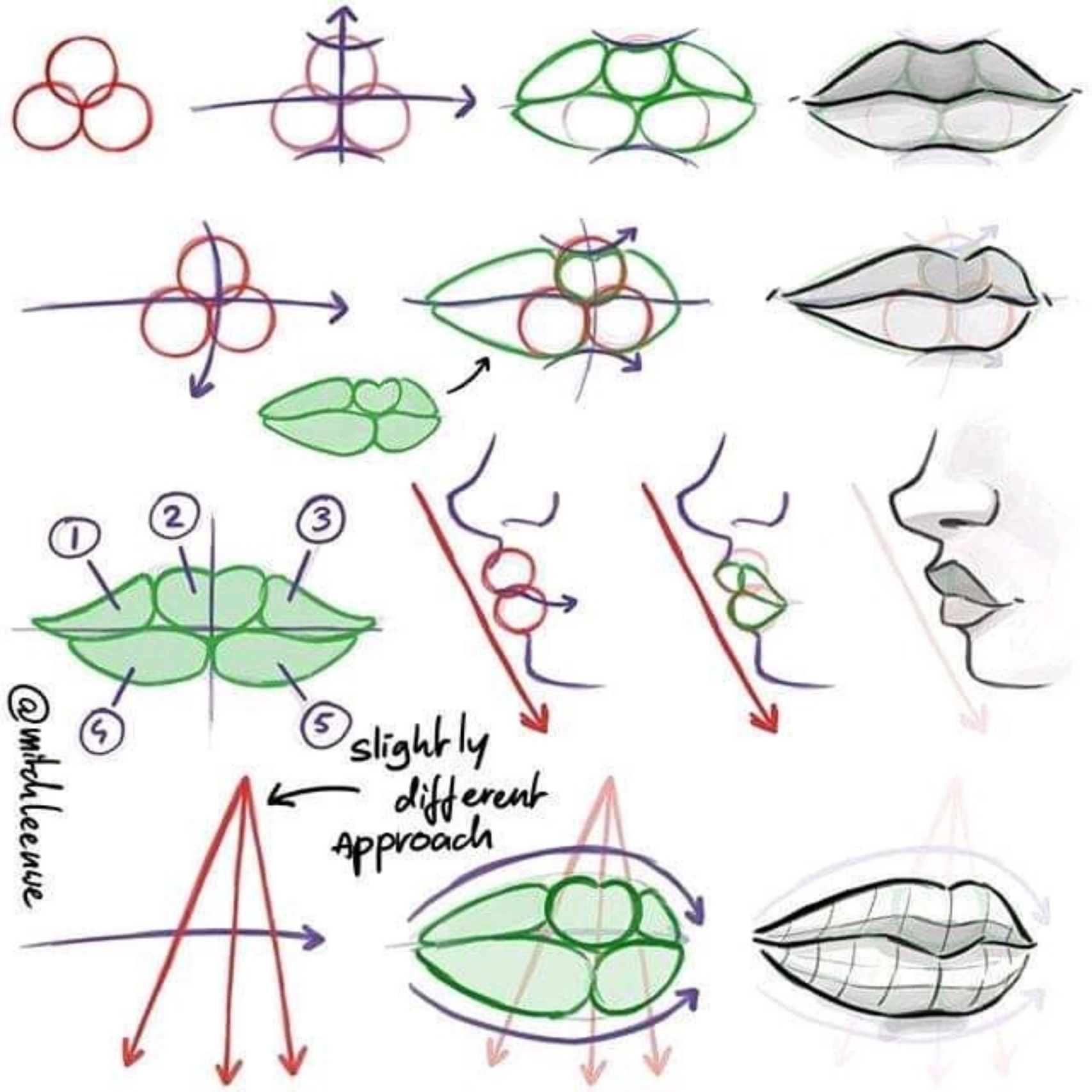


there are 3 type of lines

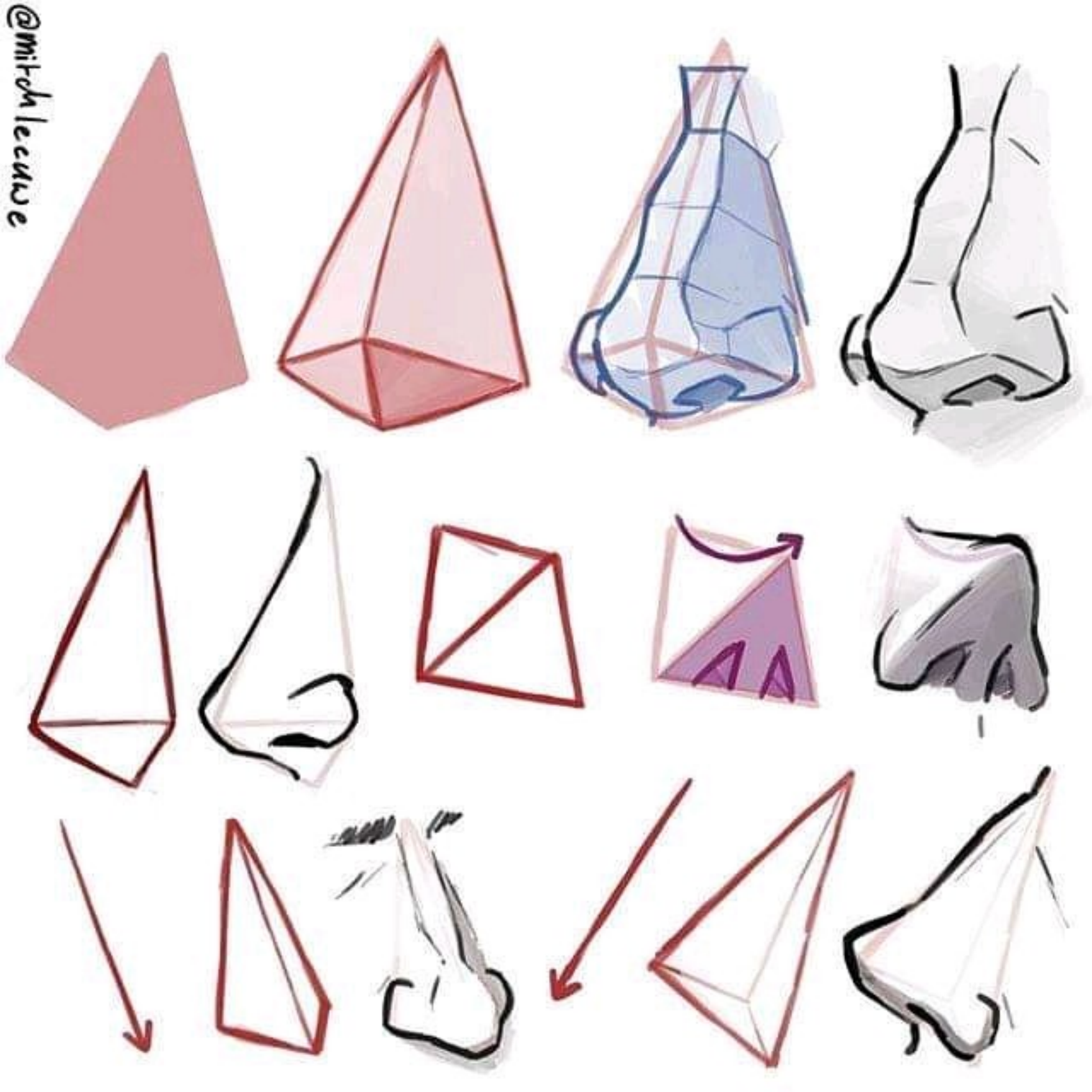
CSI

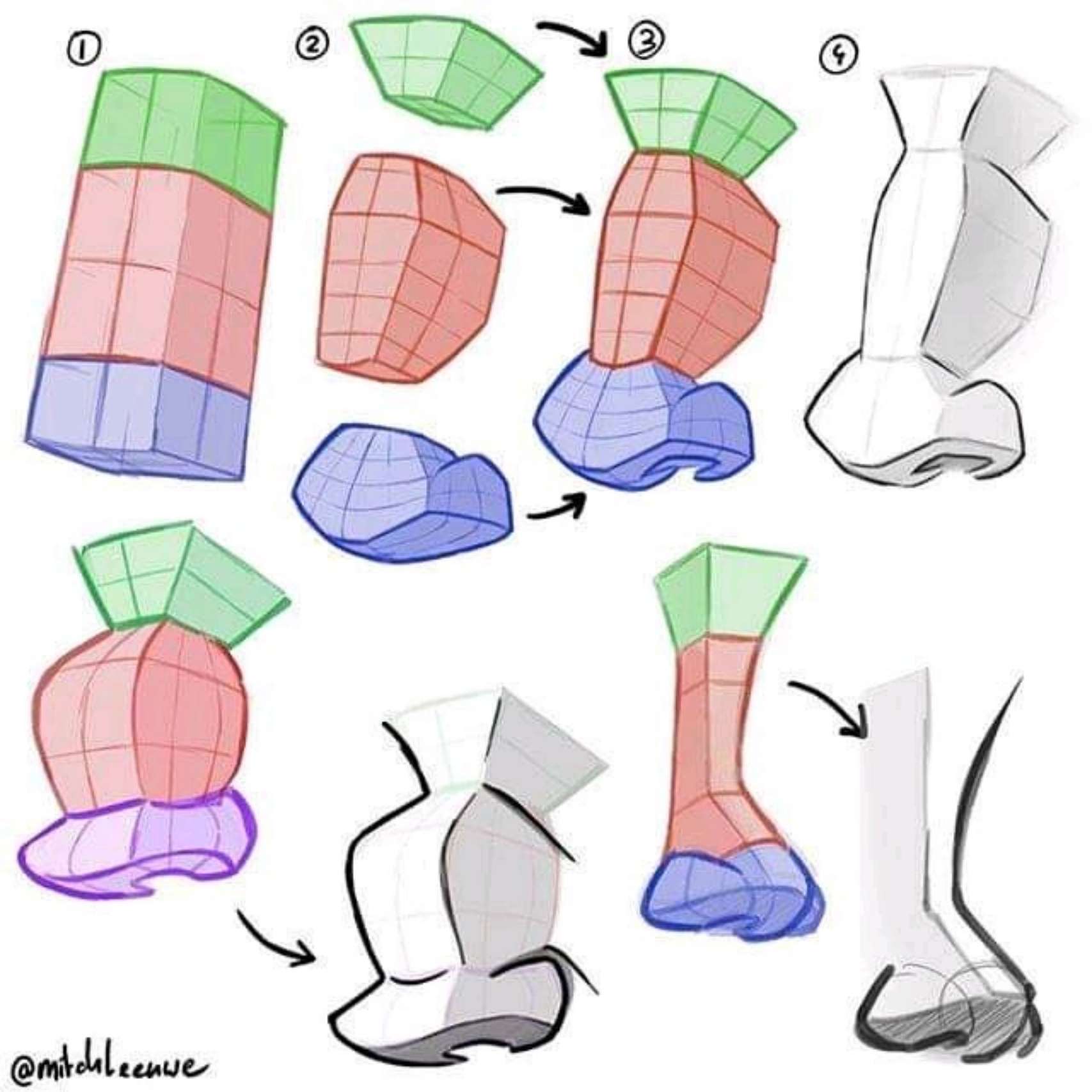
use them in variation

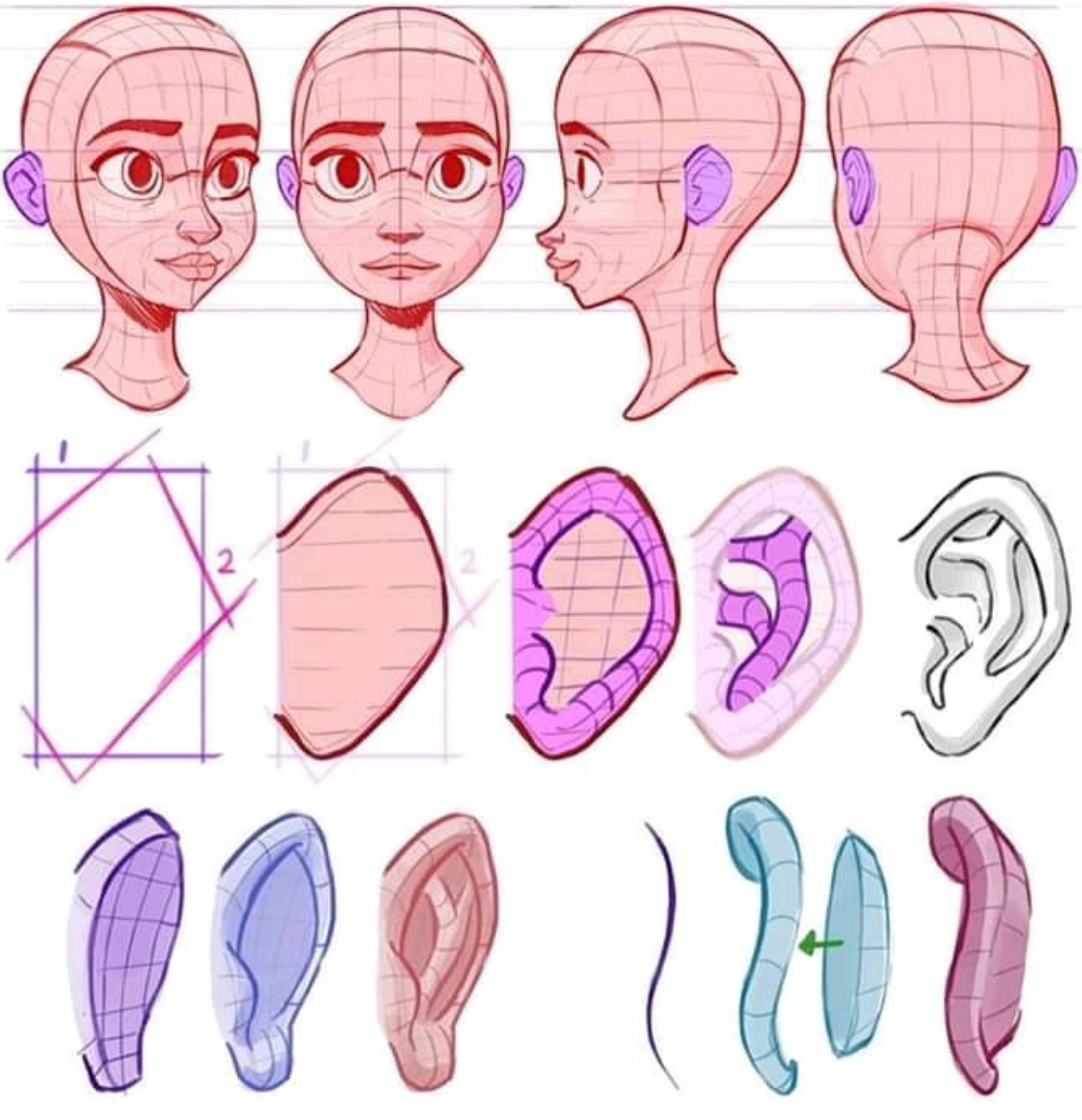
@mitchleeuwe


1
2
3
4
5
slightly different approach
@mitchleemve

@mitch.lecture

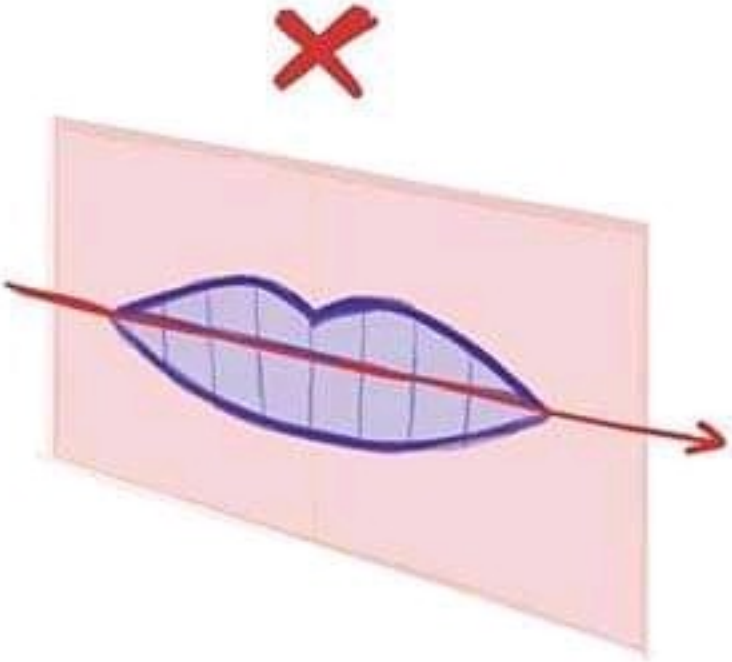


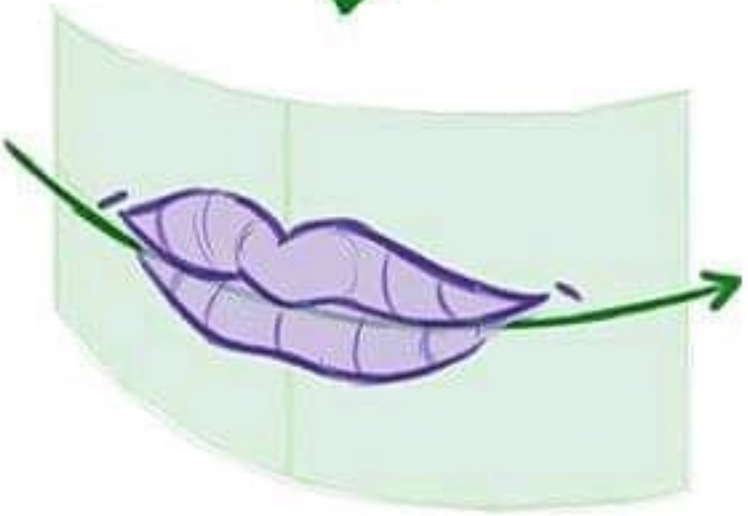

1
2
3
4
@mitchleenwe

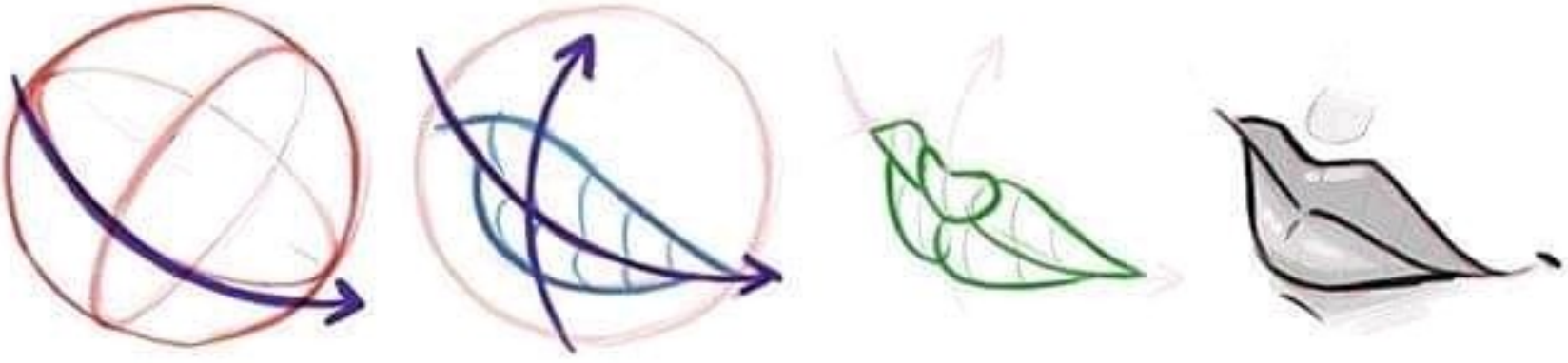

1
2
1
2

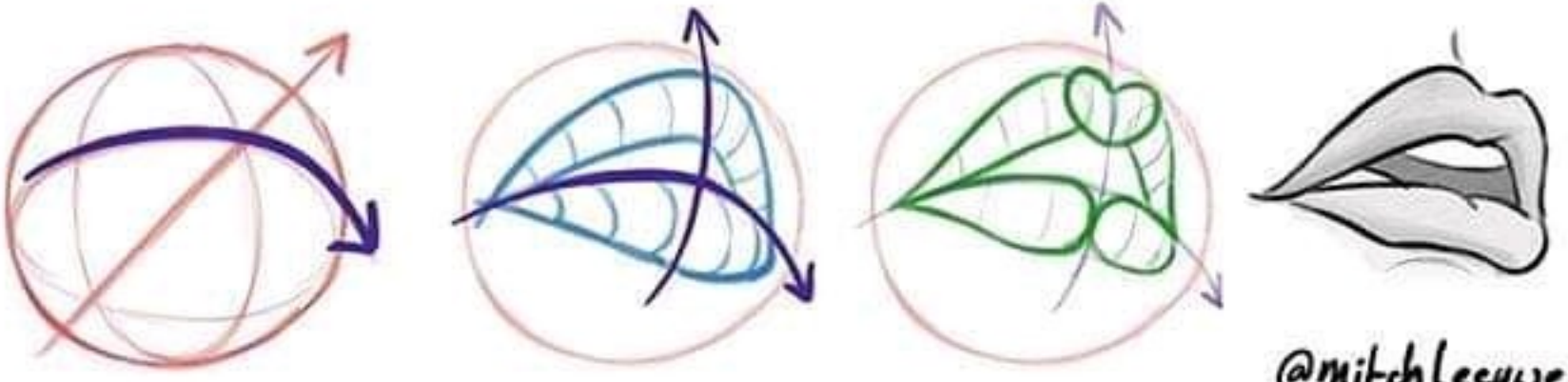
Don't draw the mouth flat

Draw it around the face





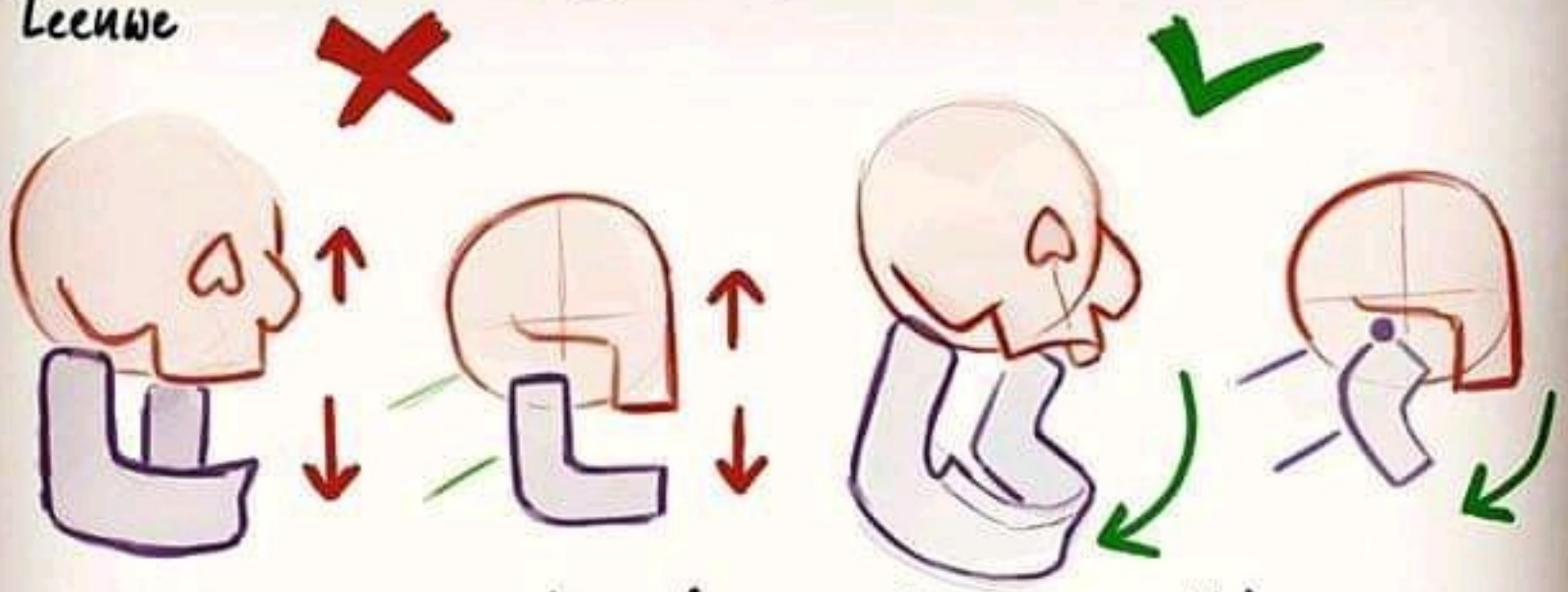




@mitchleeuwe

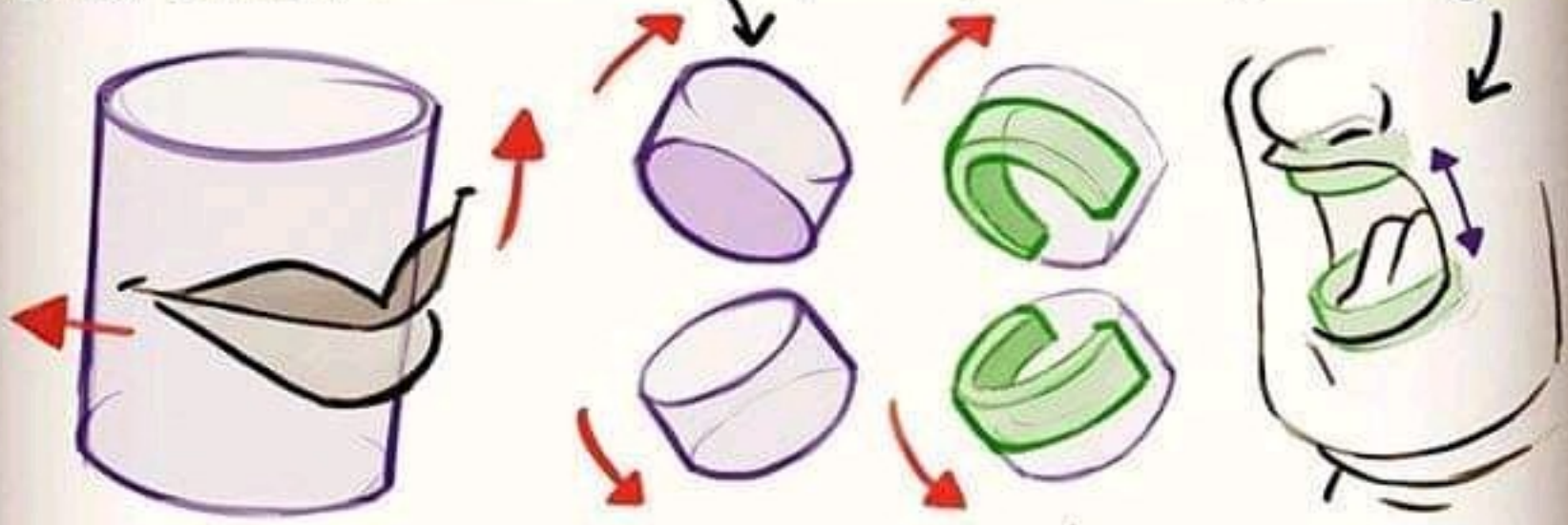
@mitch Leenwe

When the jaw opens it rotates



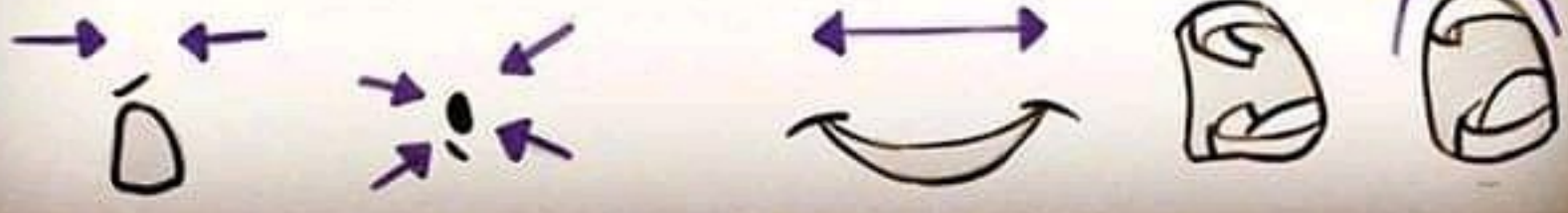
skull & teeth are hard

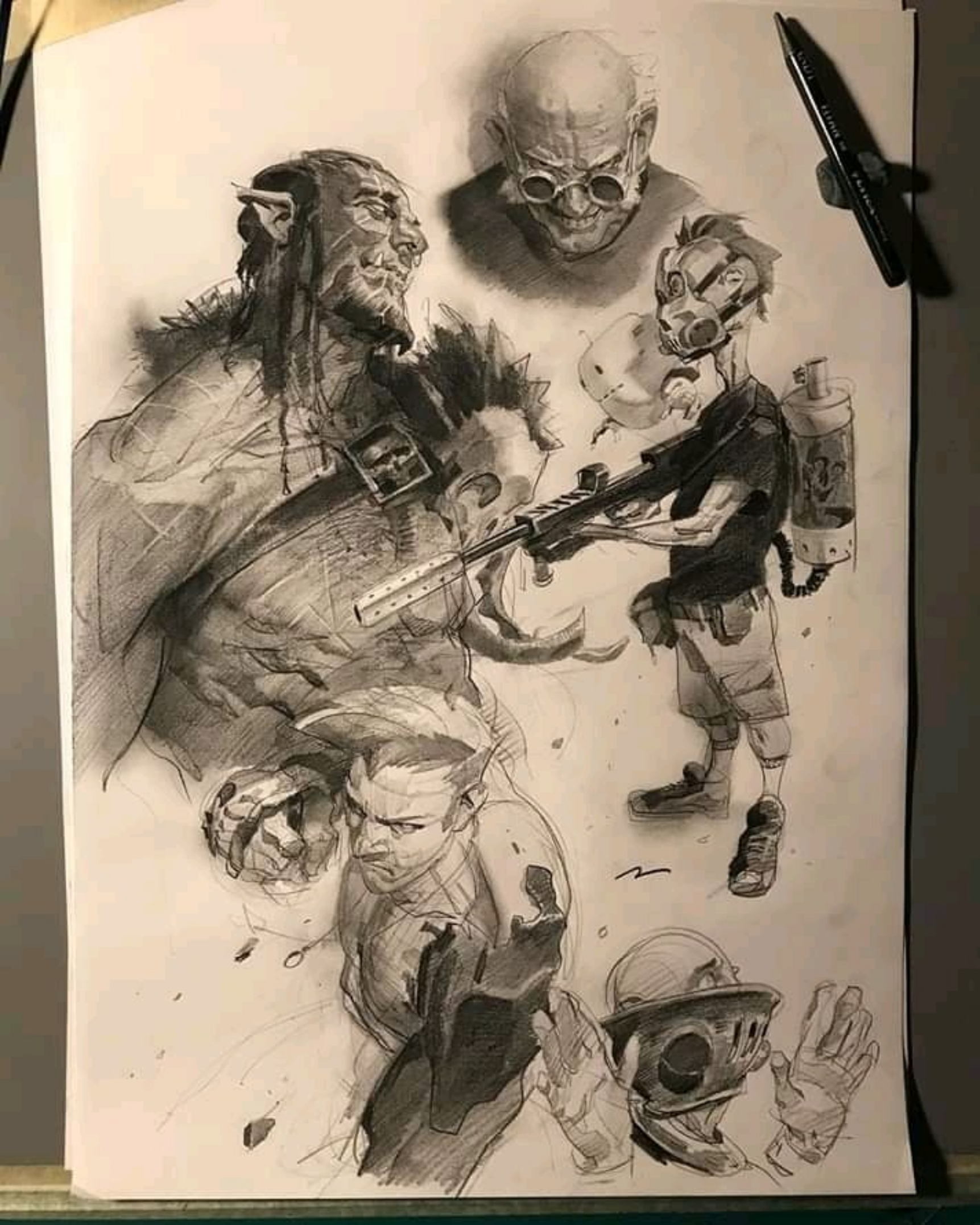
flesh (the mouth) are soft



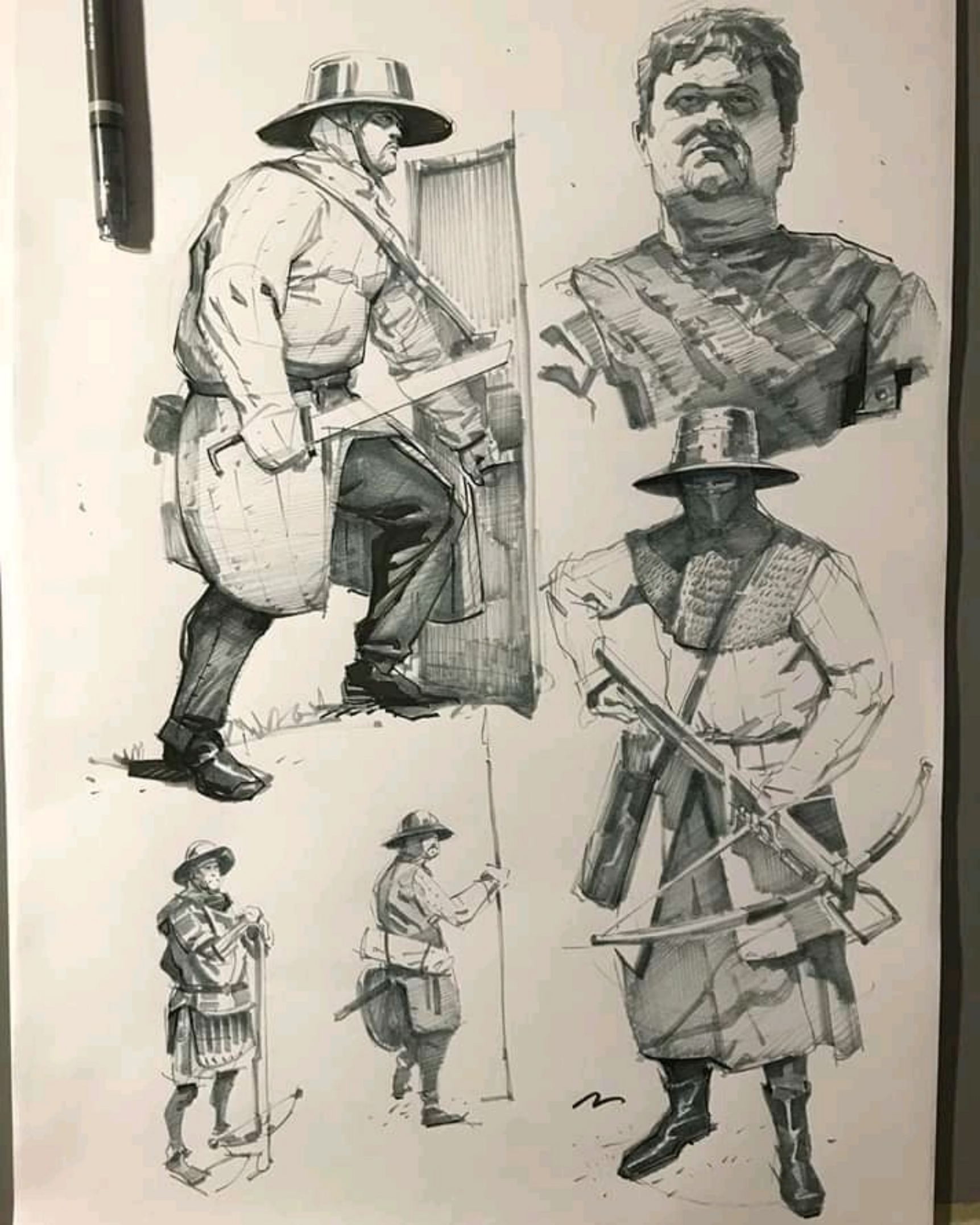
squash

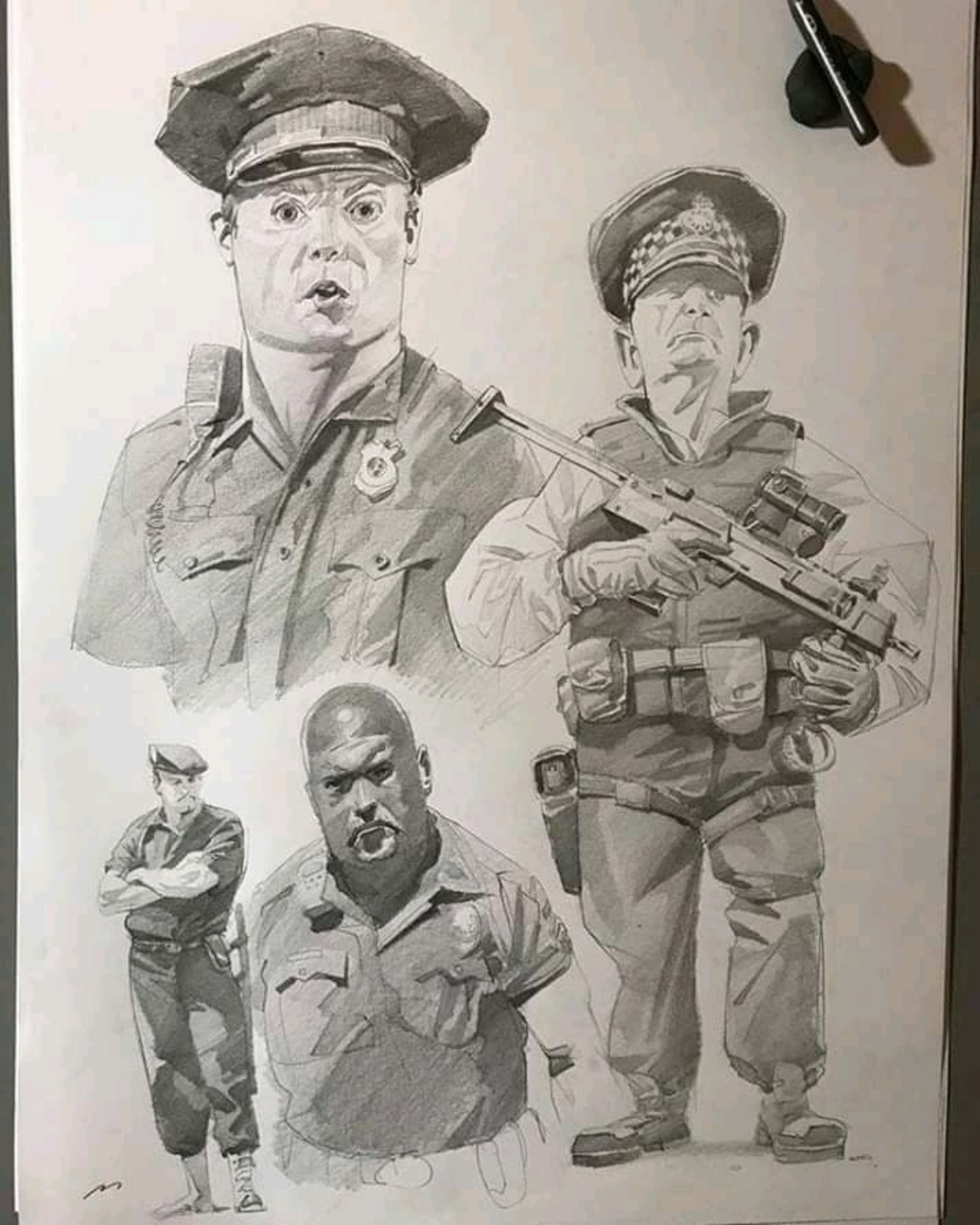
stretch

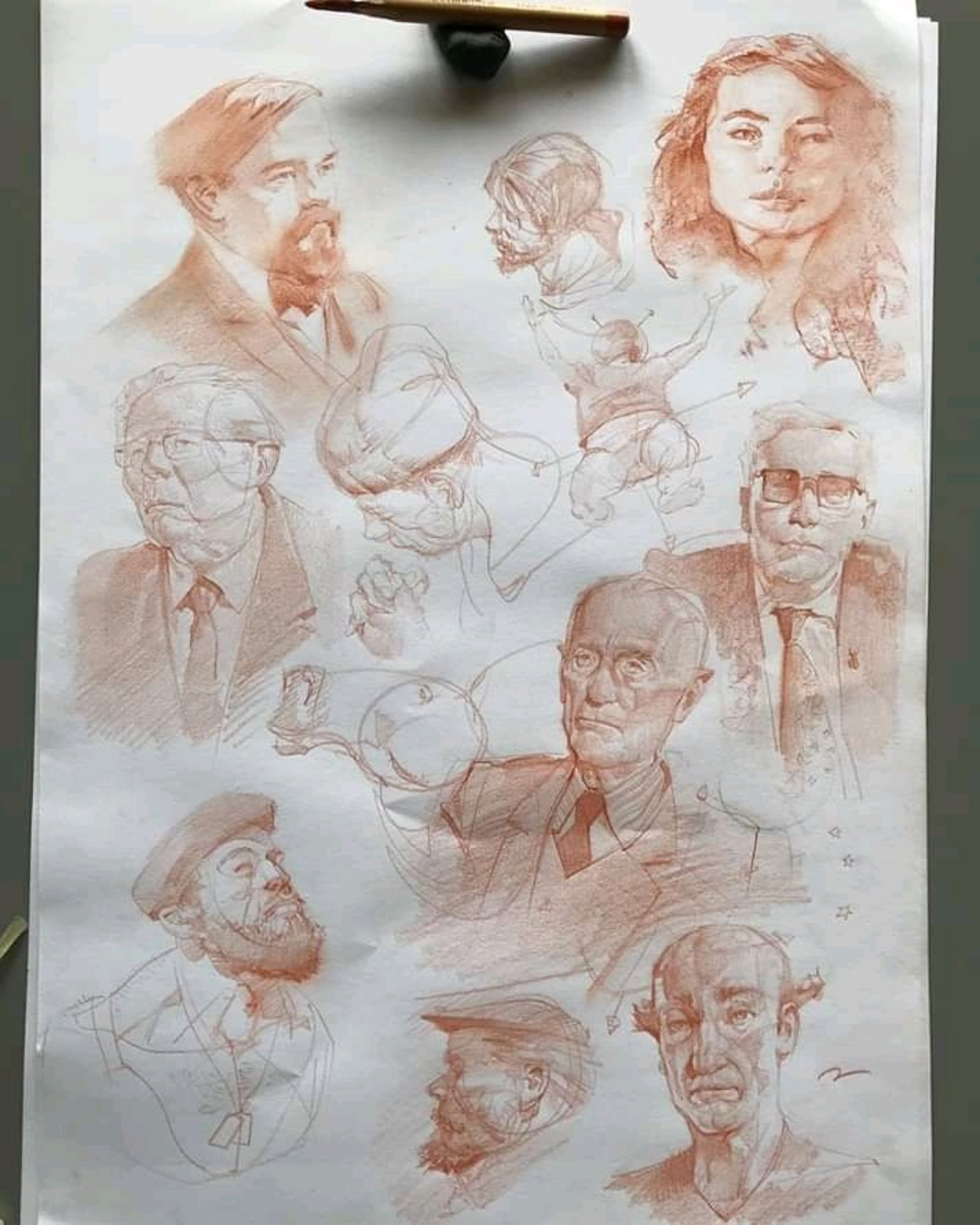




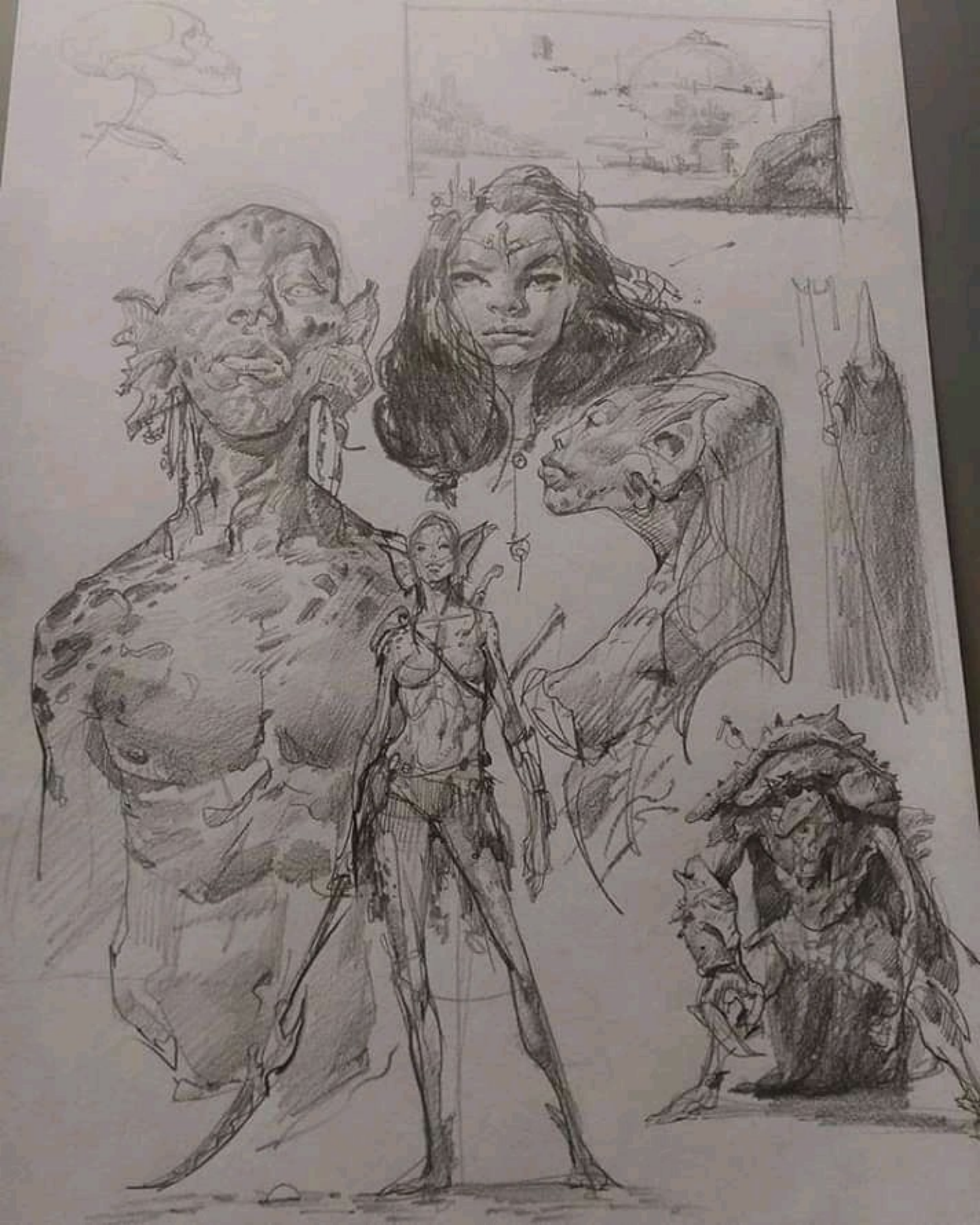
WINSOR & NEWTON
BrushMARKER

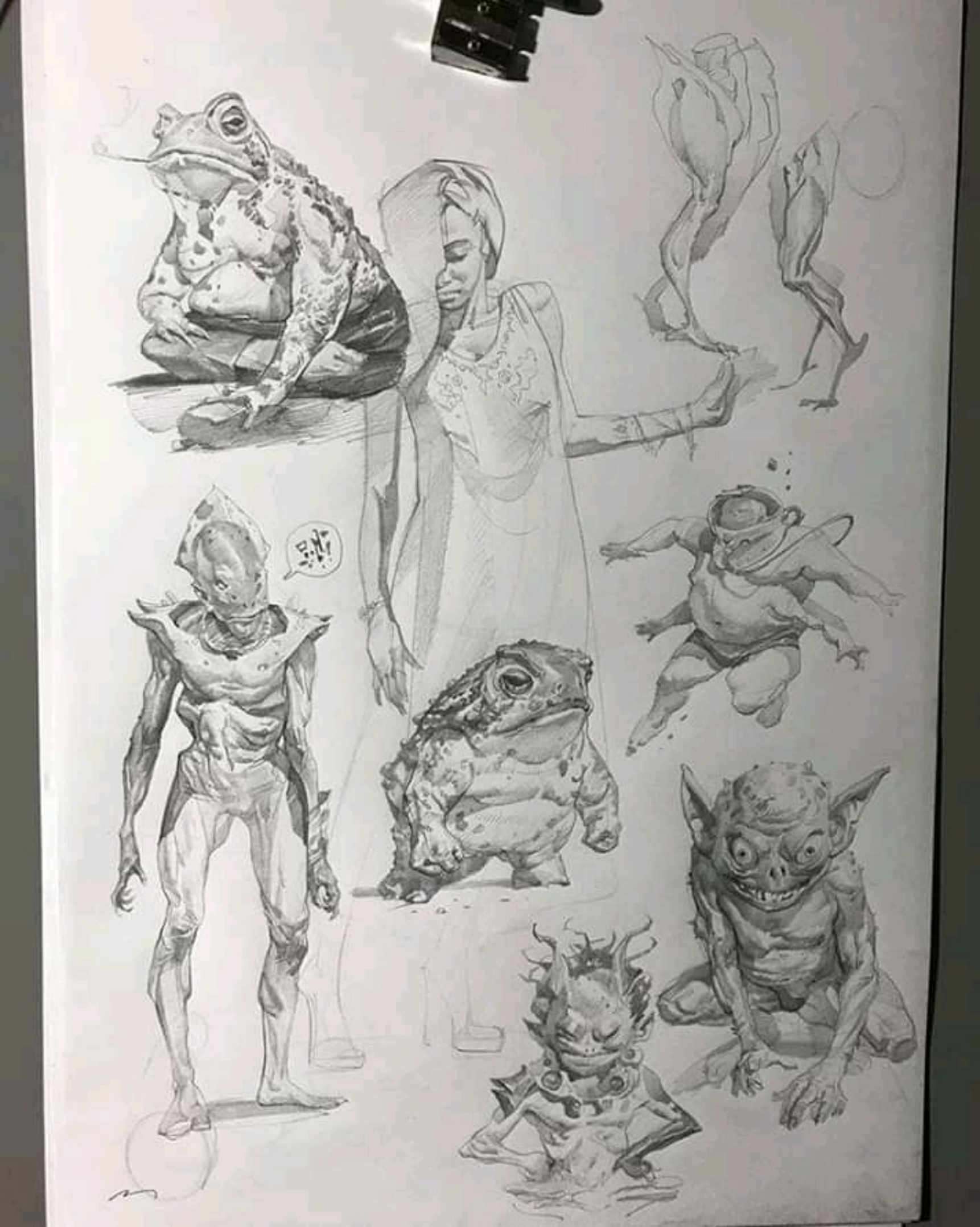


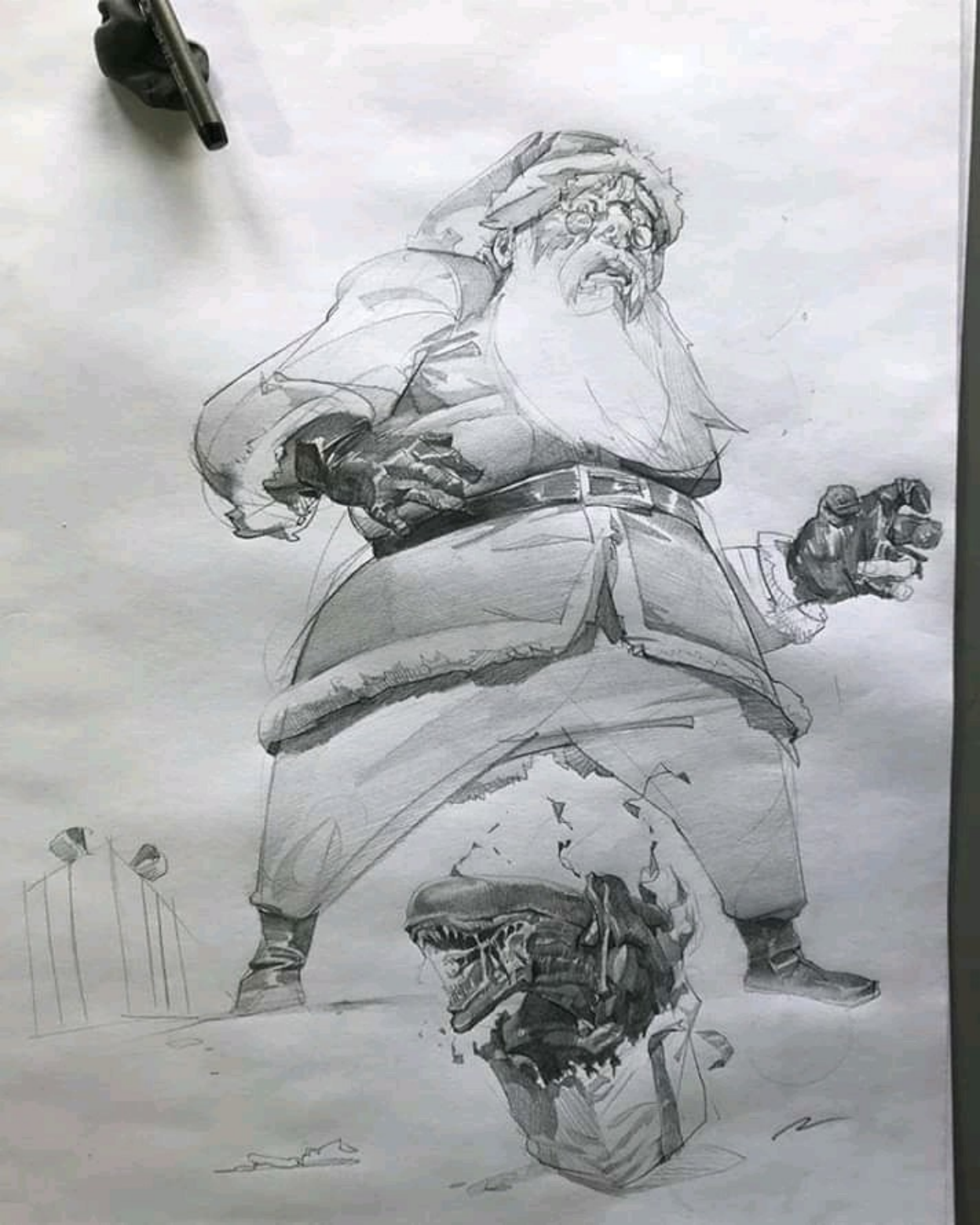


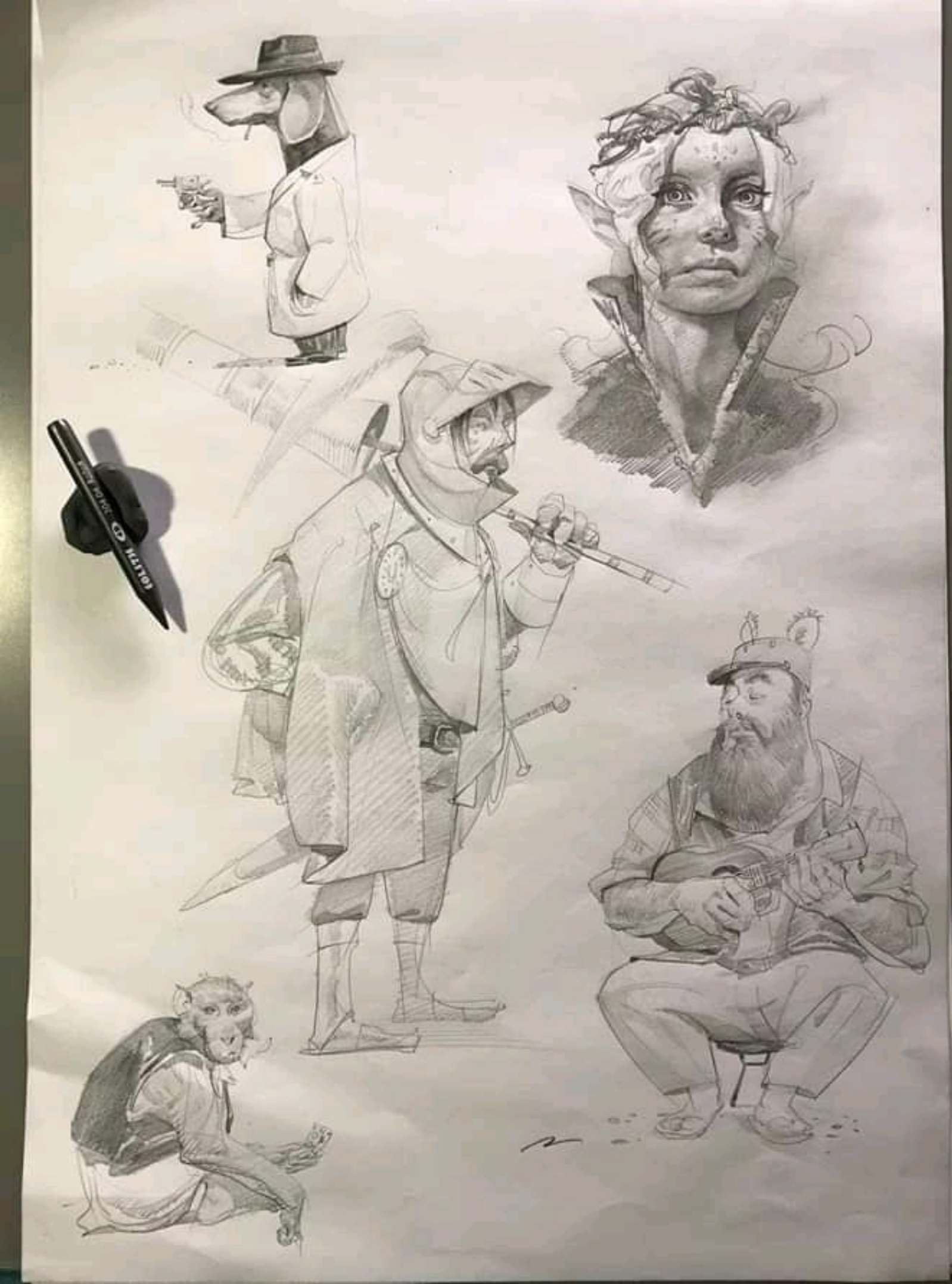


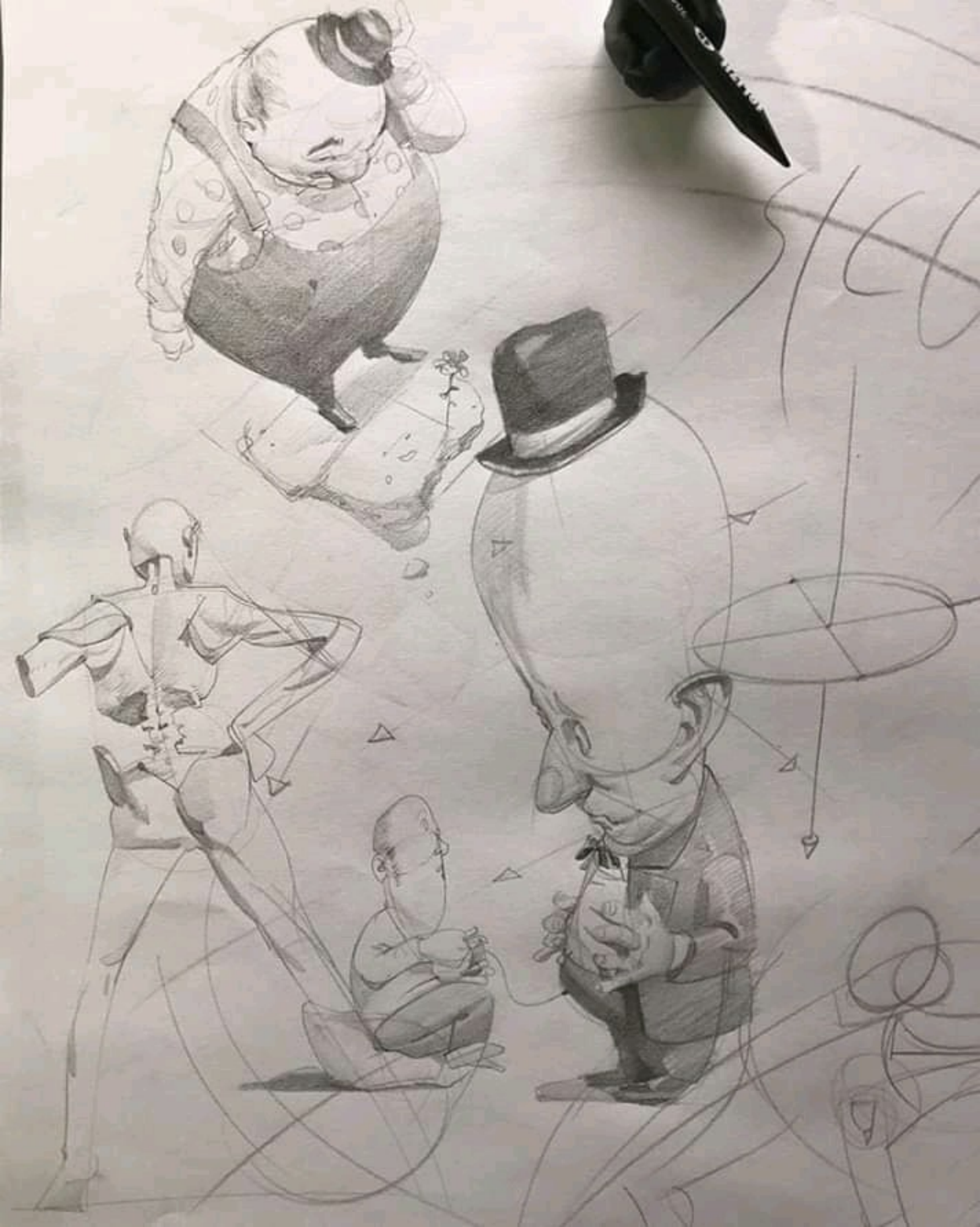
MONOLITH

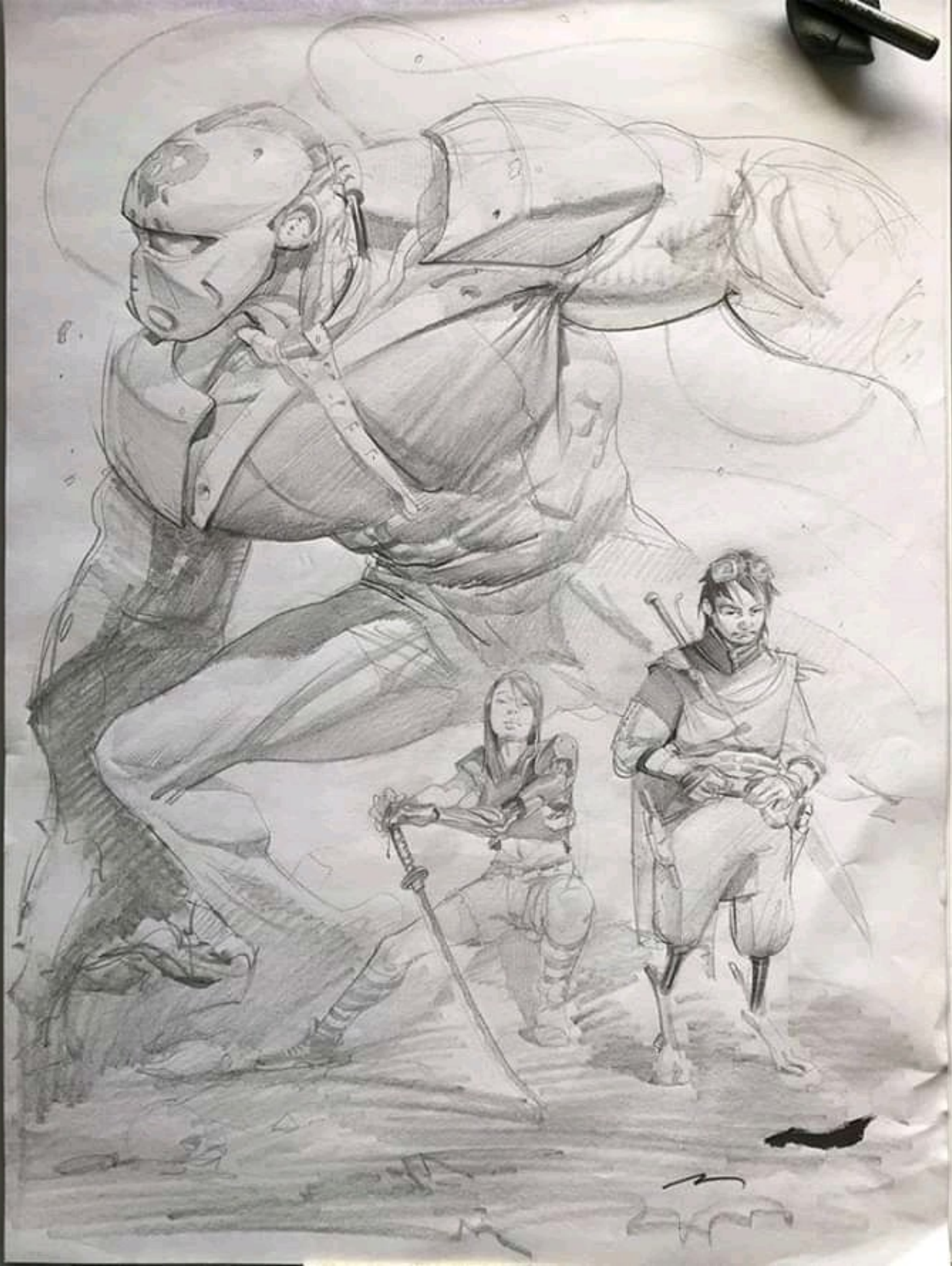


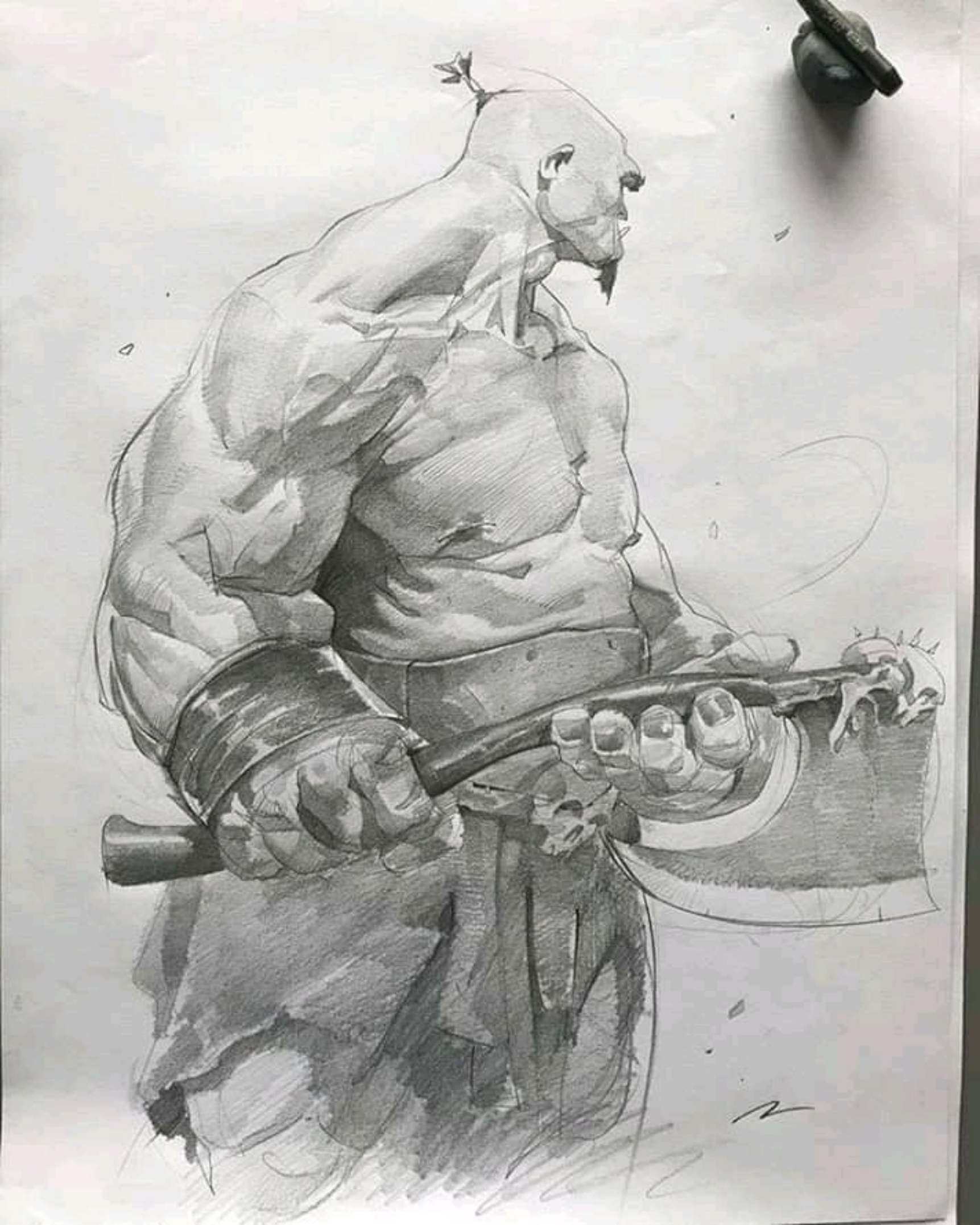


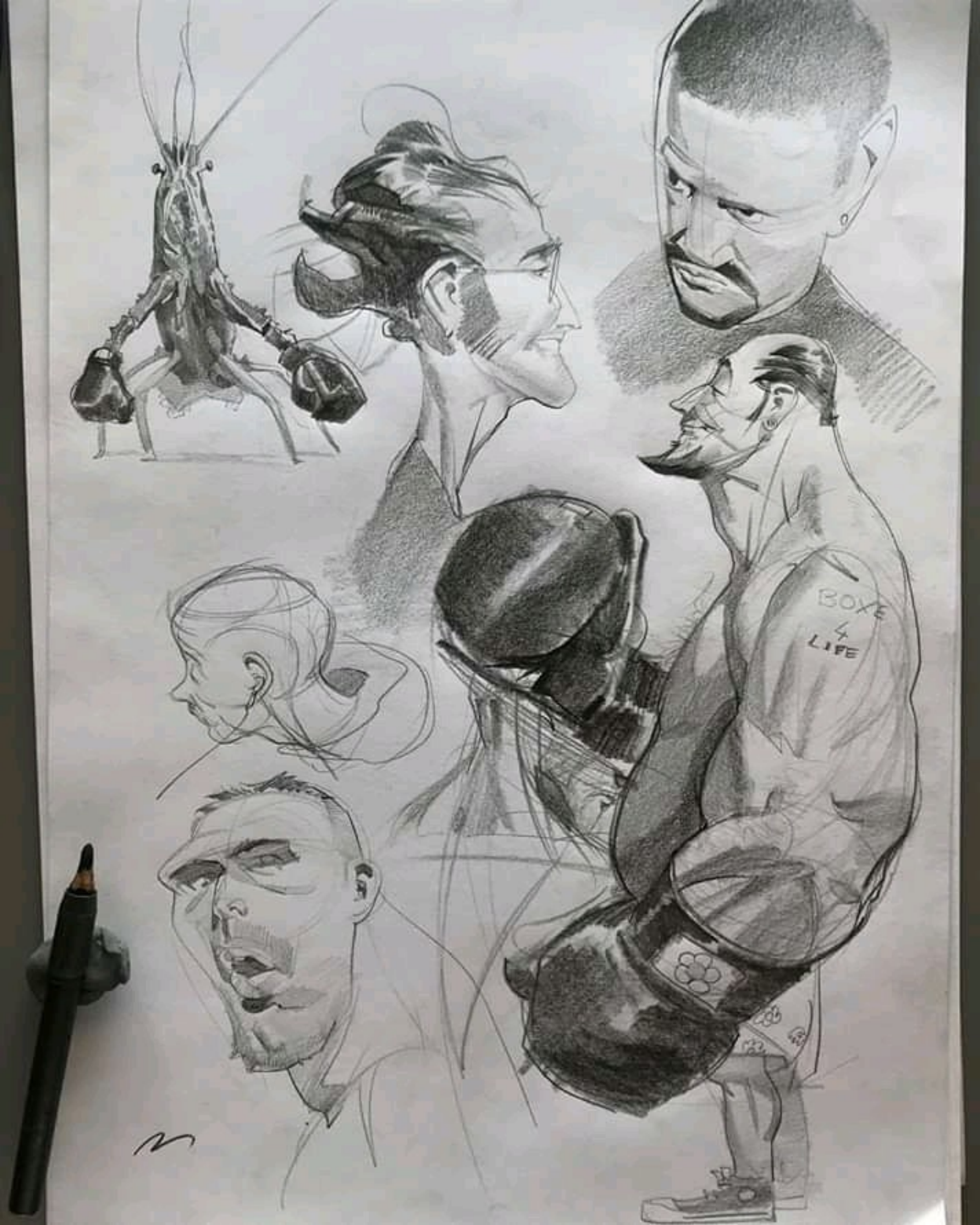


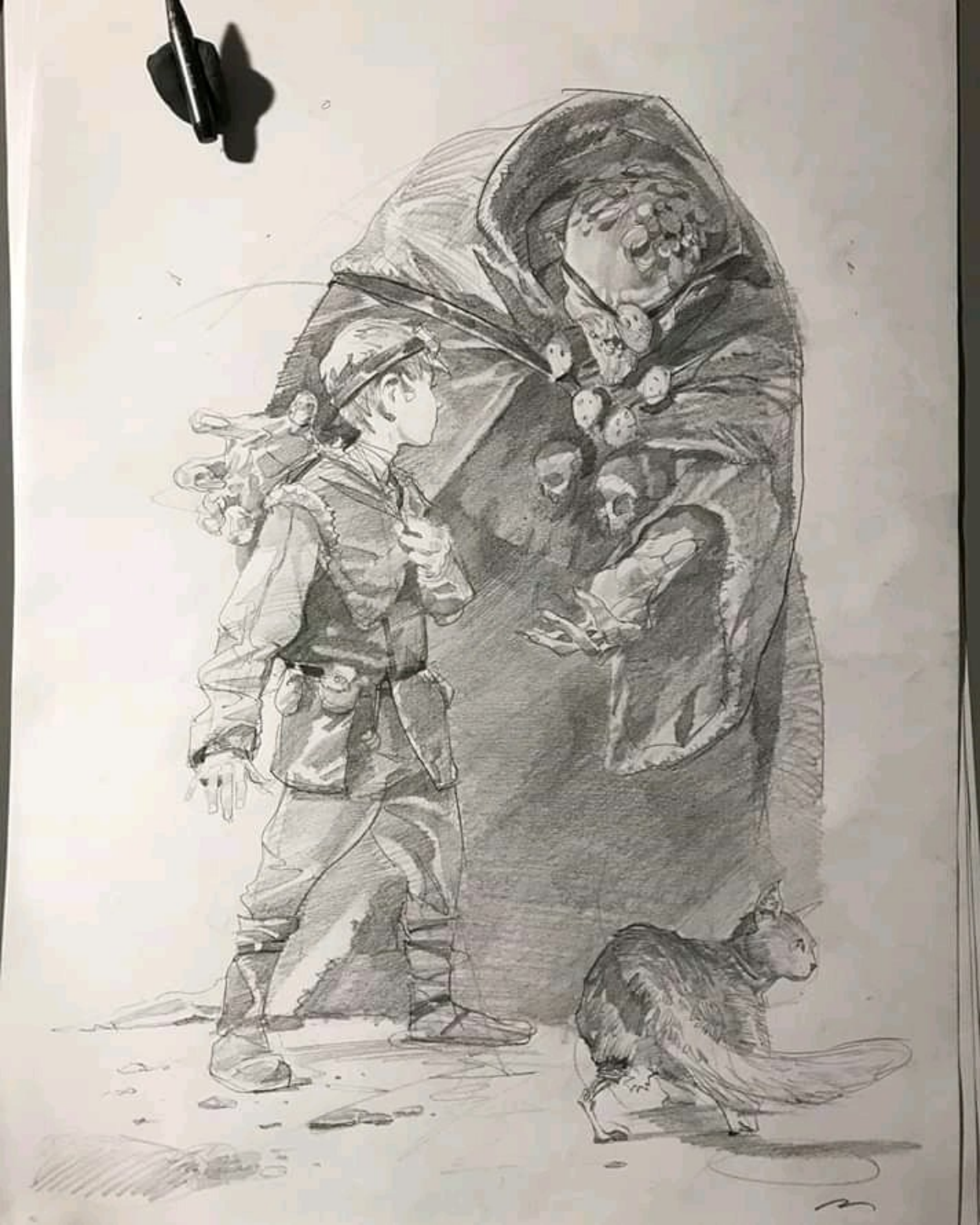


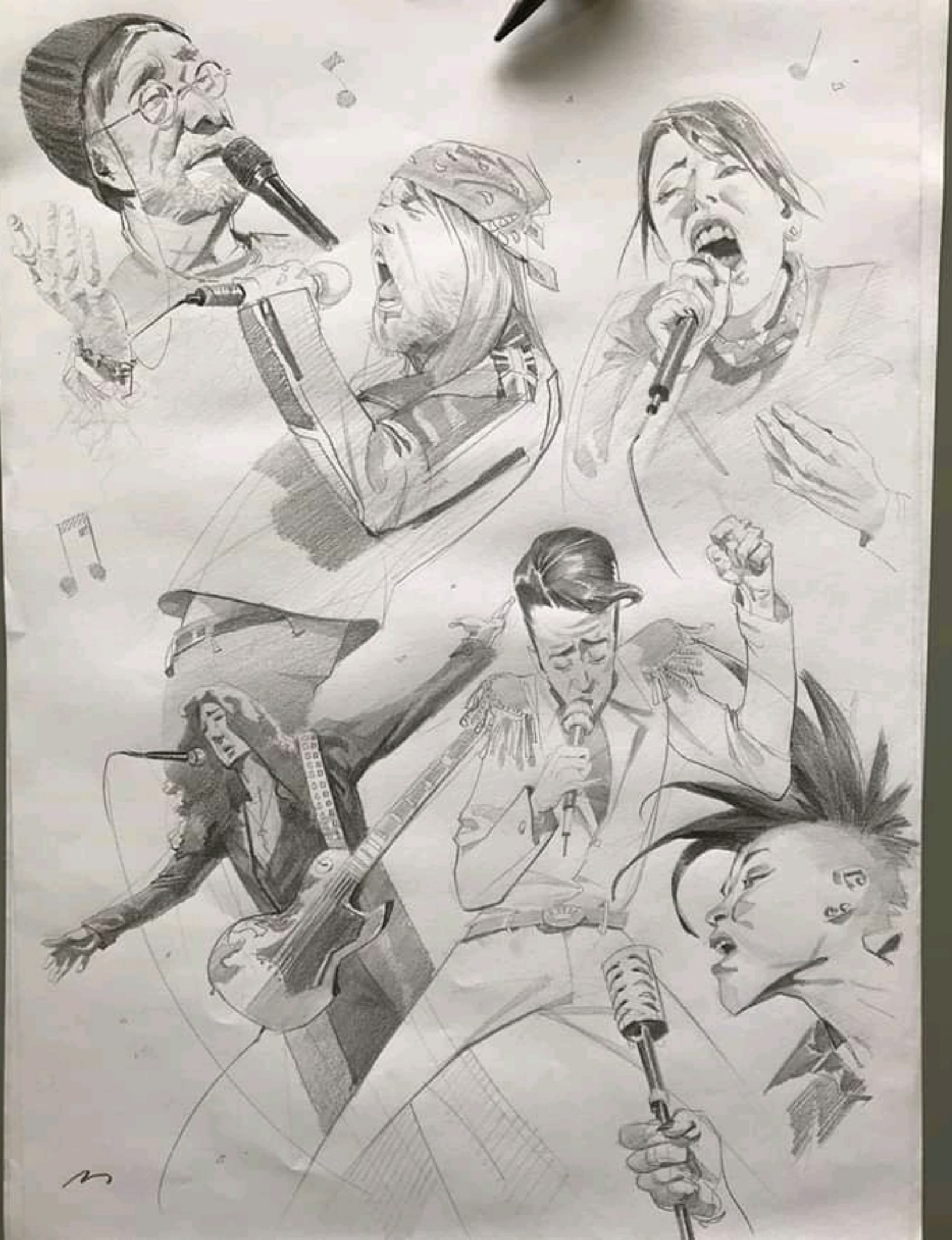


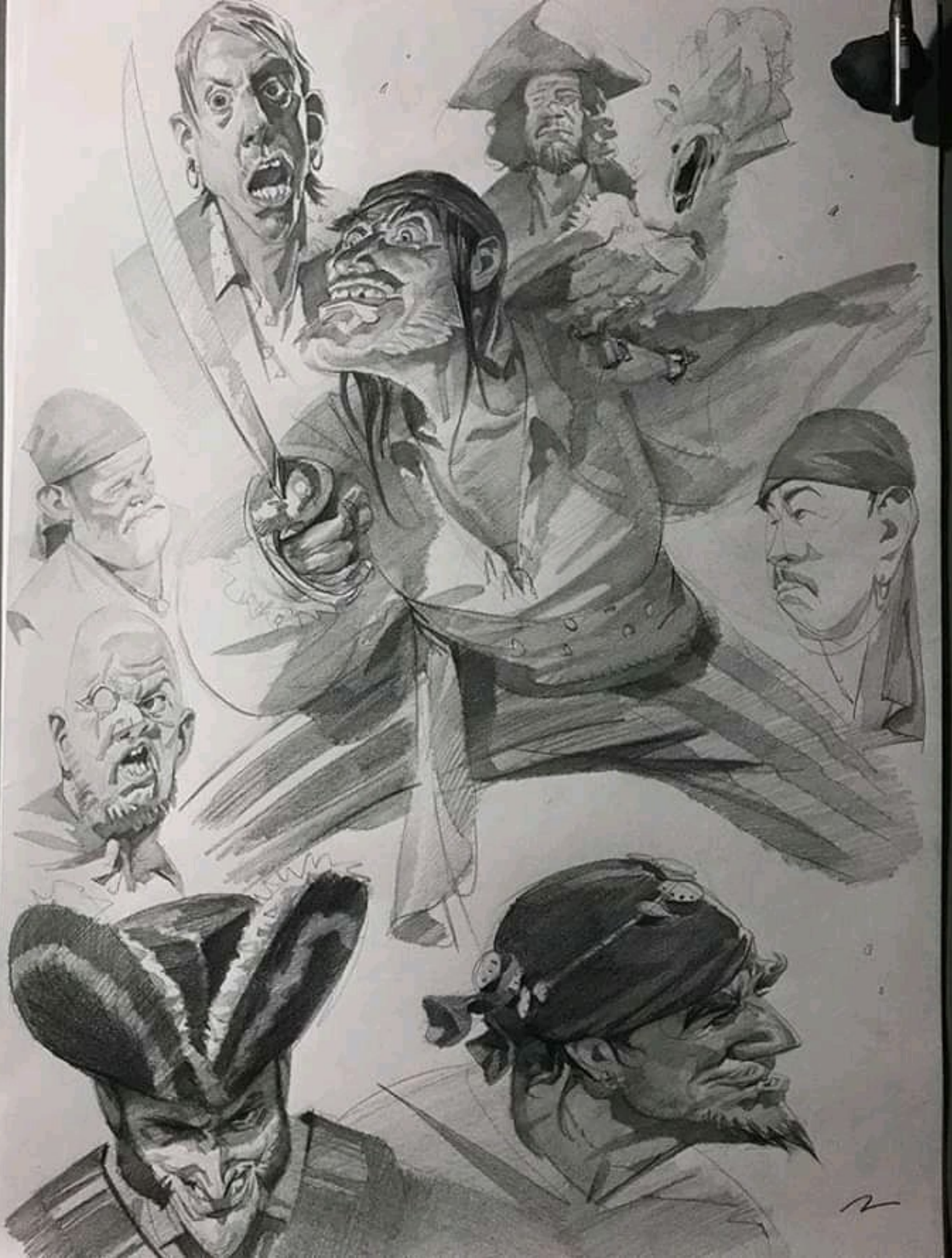


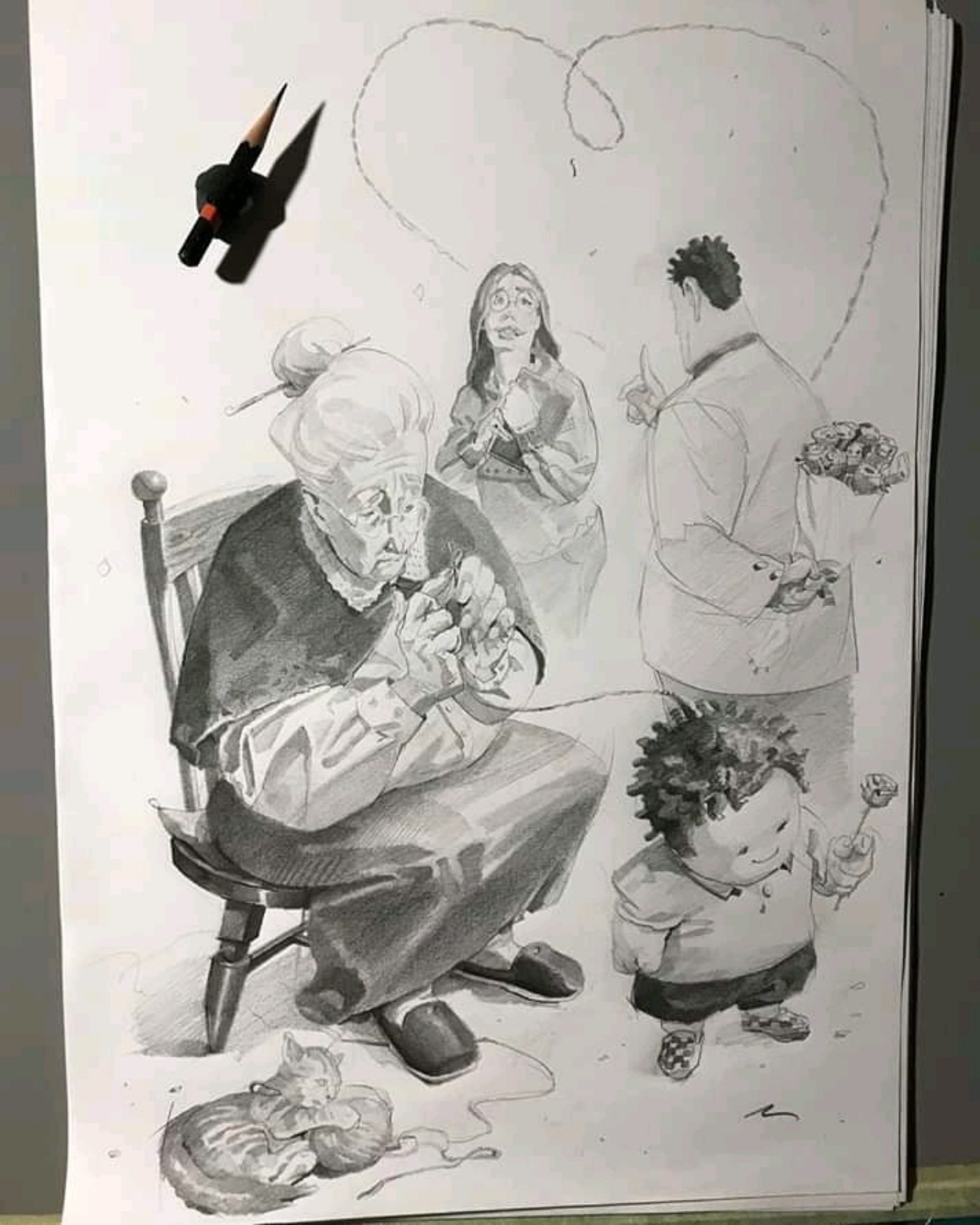


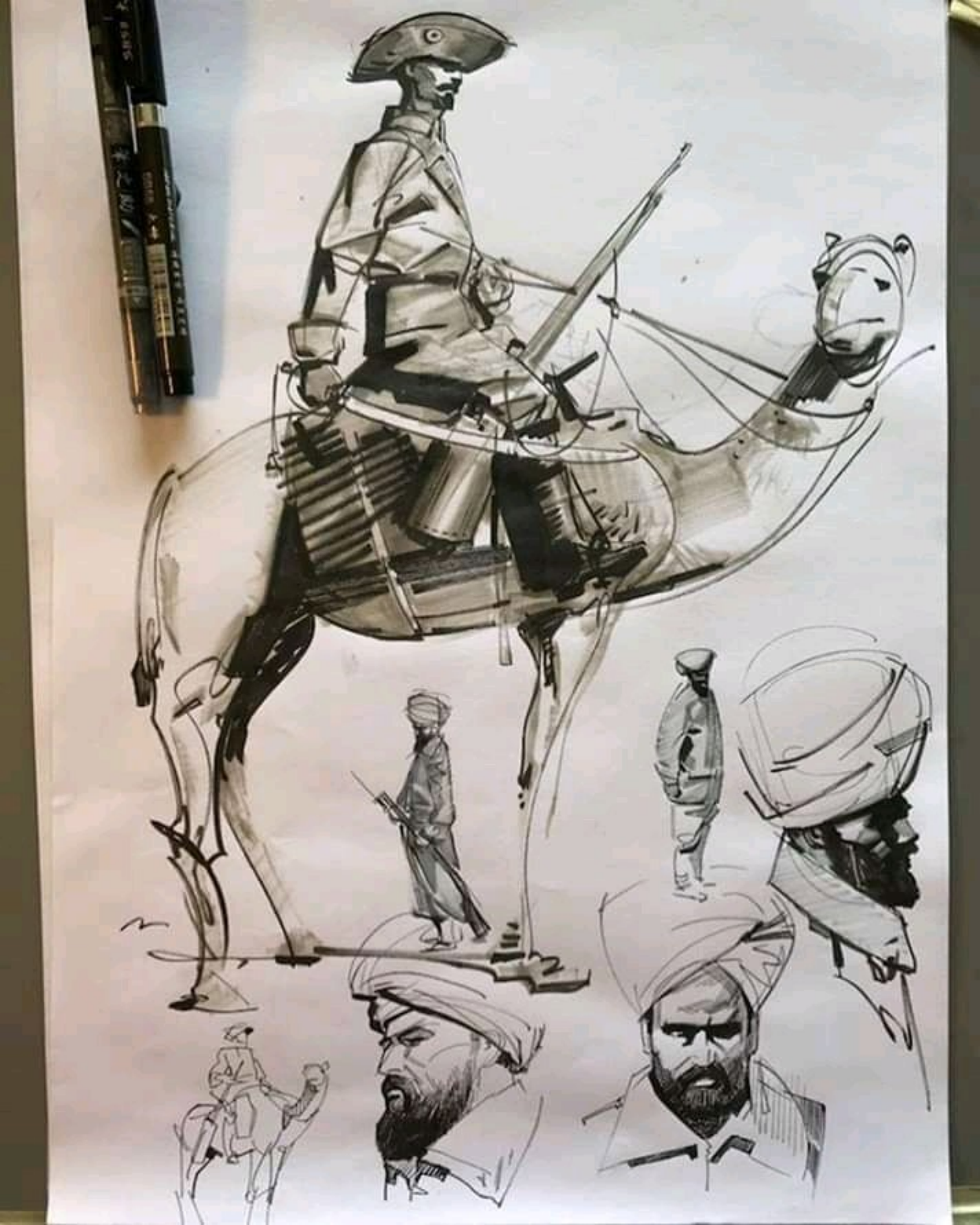

BOXE
4
LIFE

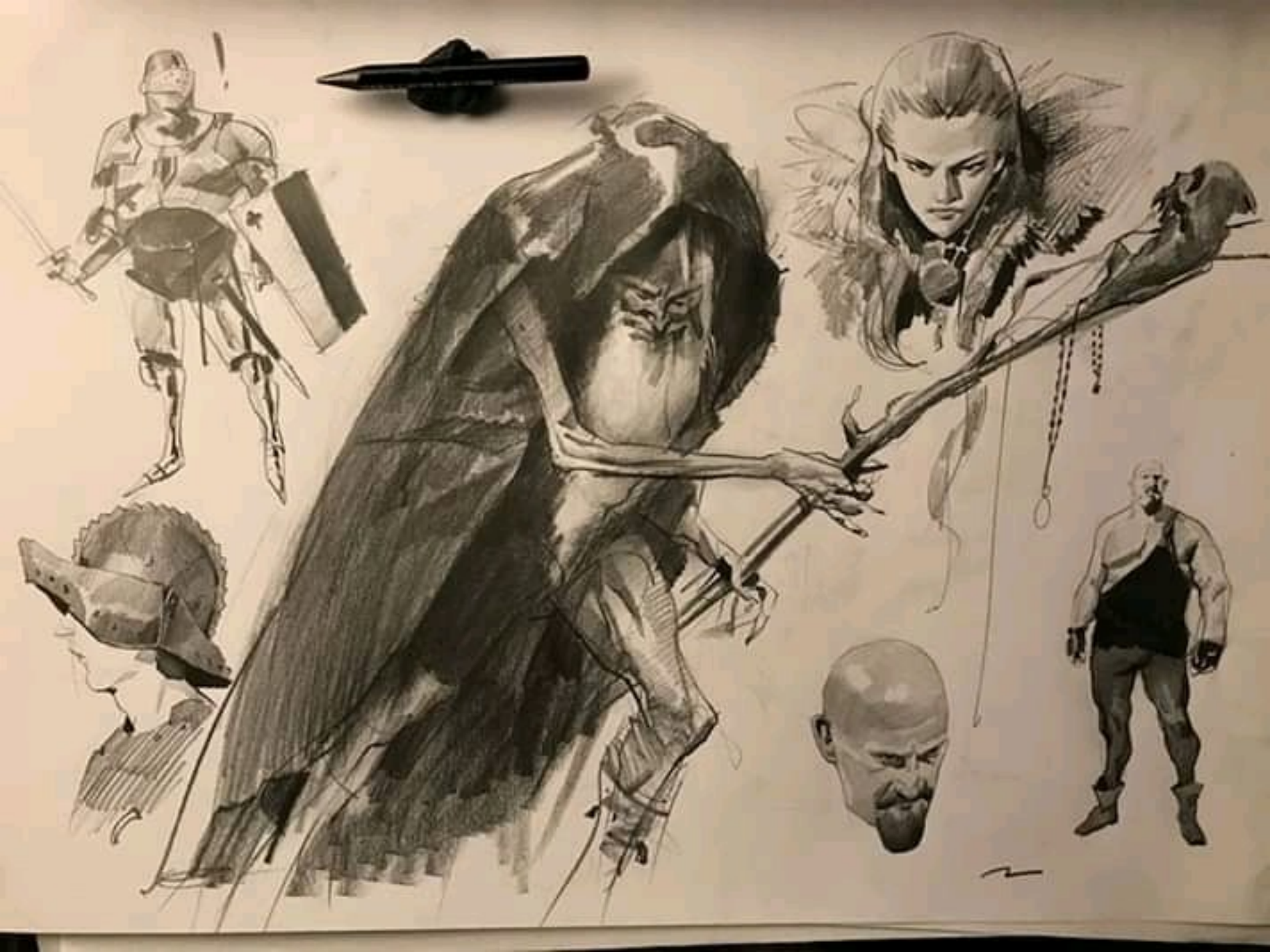


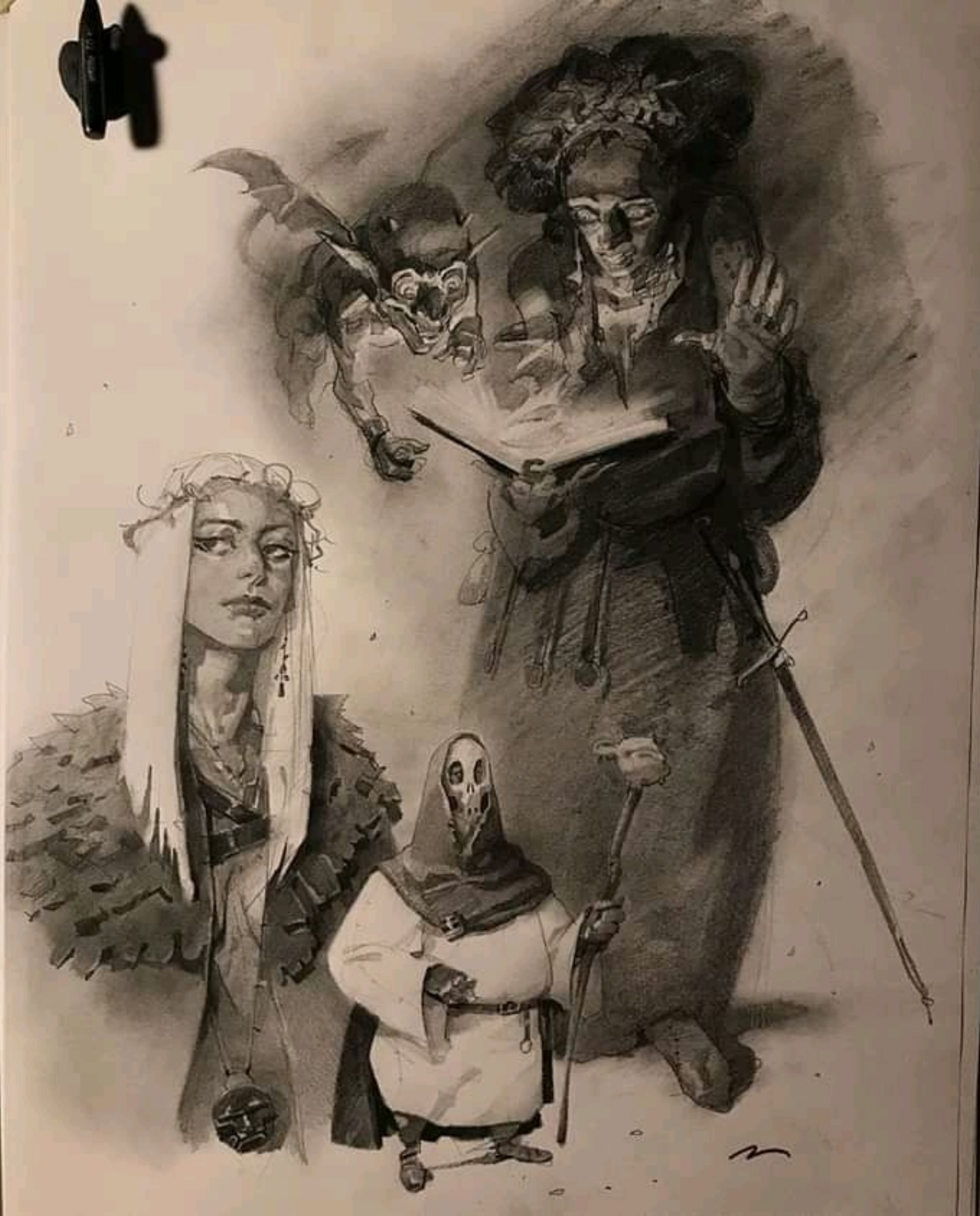


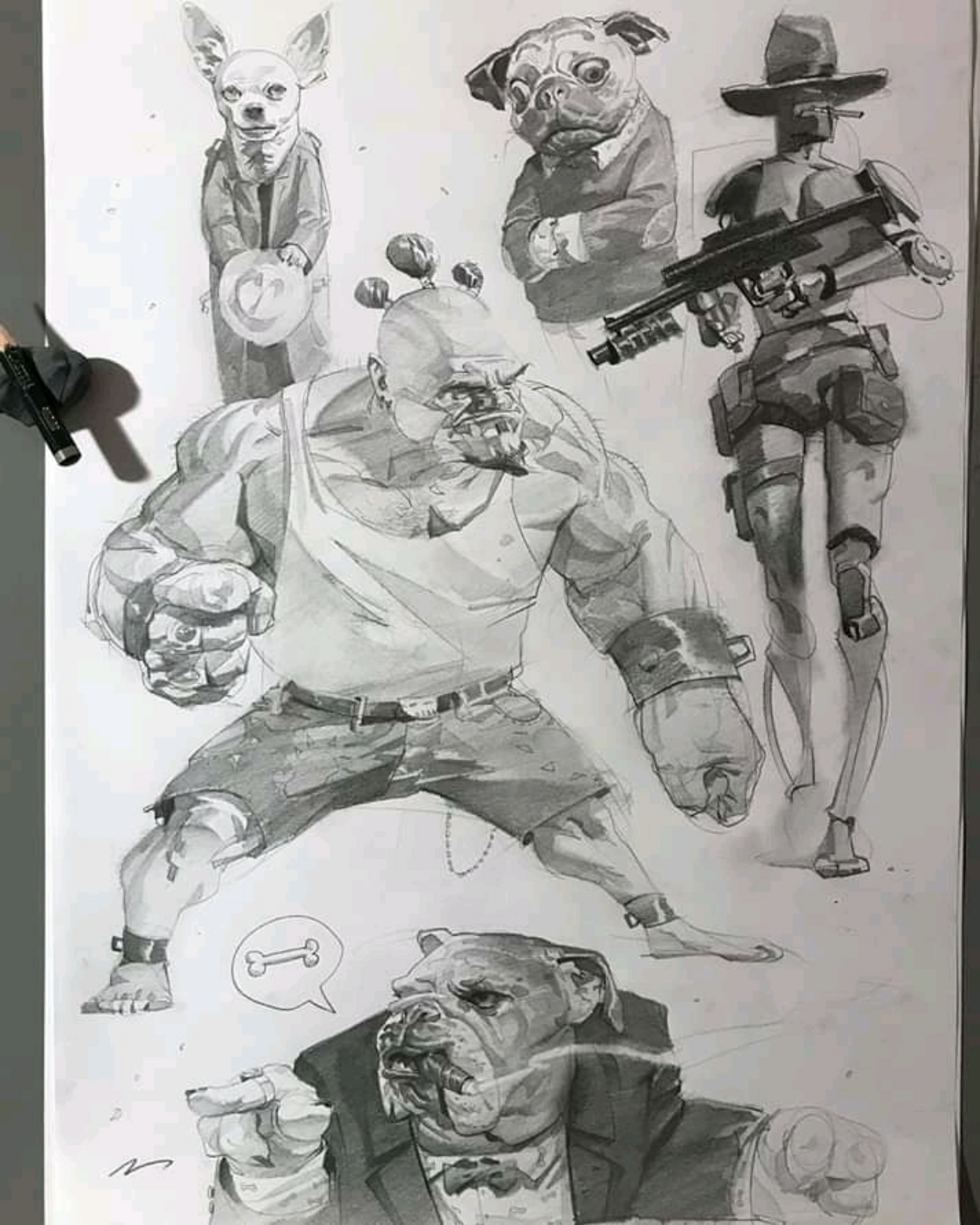


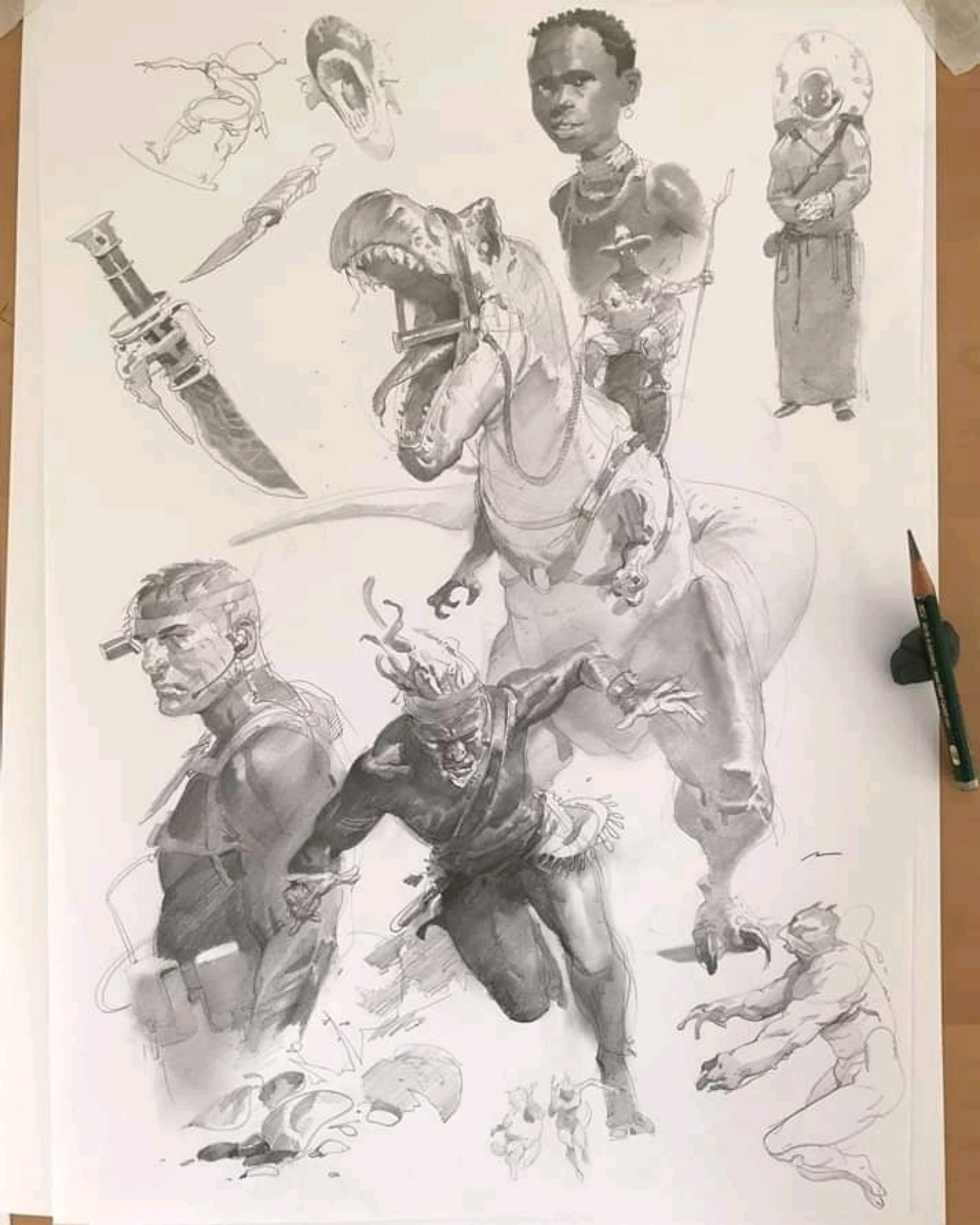


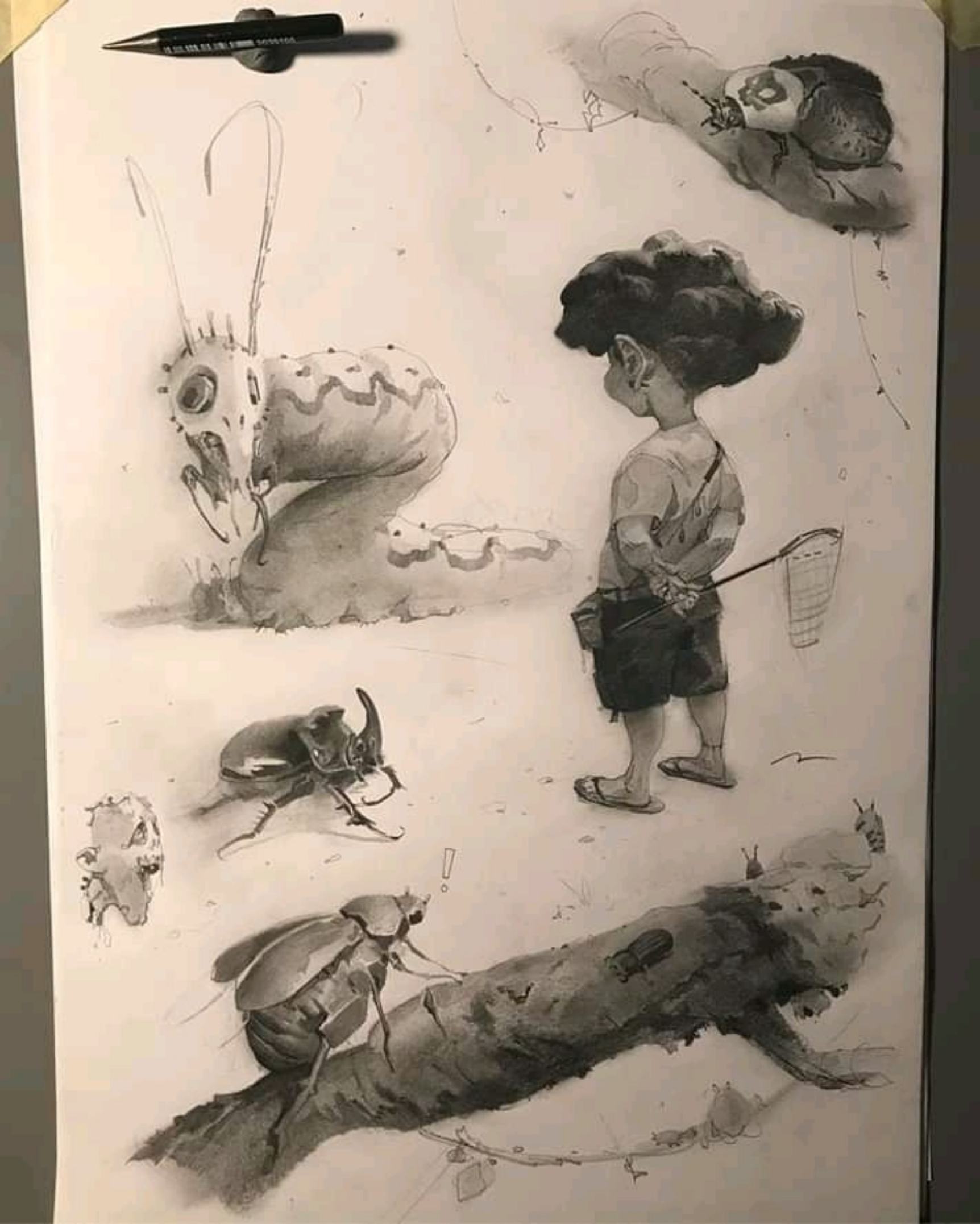


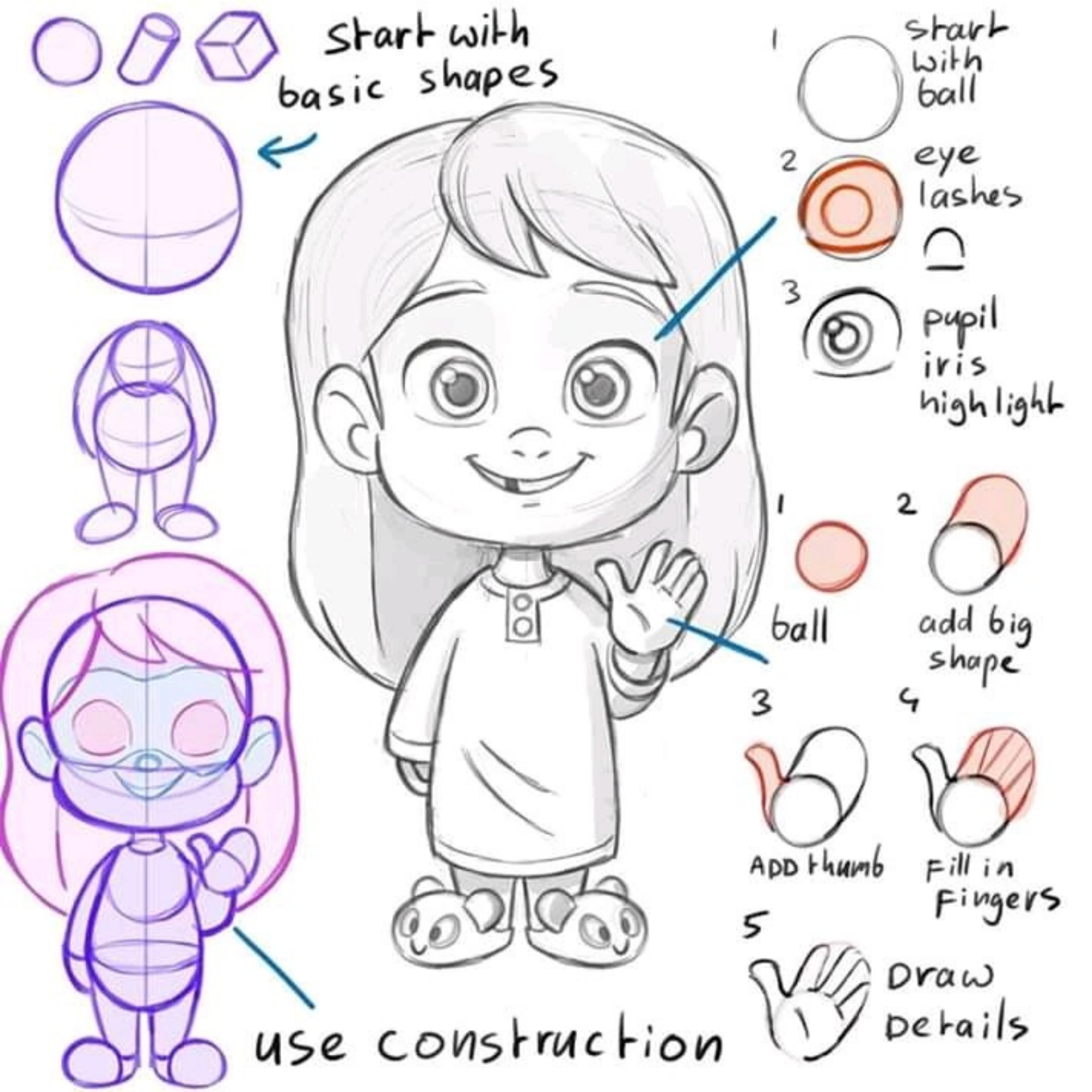




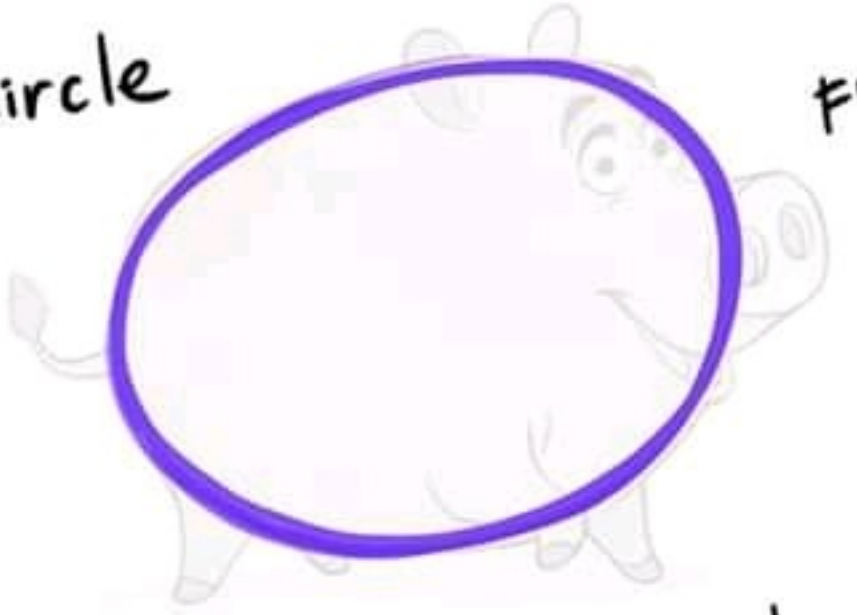




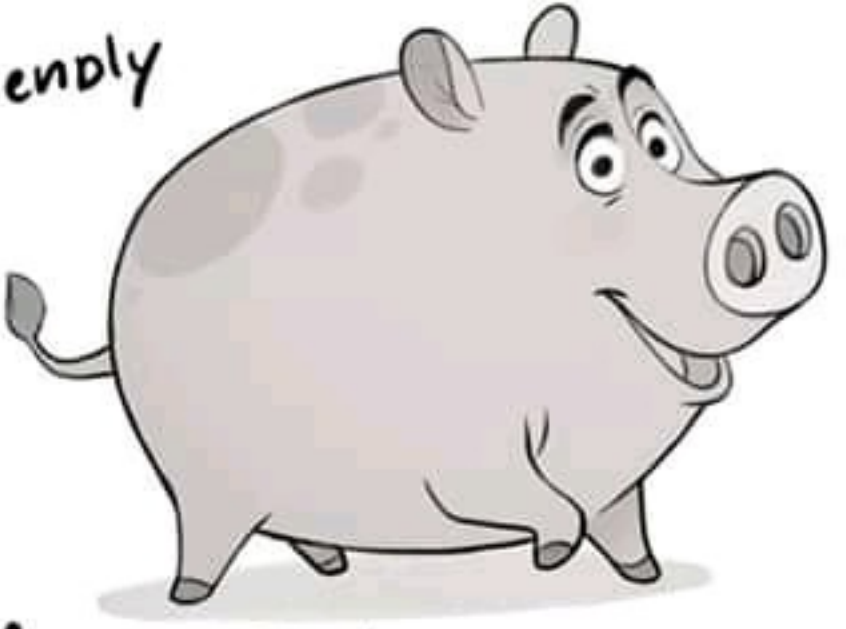



start with basic shapes
1
start with ball
2
eye lashes
3
pupil
iris
highlight
1
ball
2
add big shape
3
ADD thumb
4
Fill in Fingers
5
Draw Details
use construction

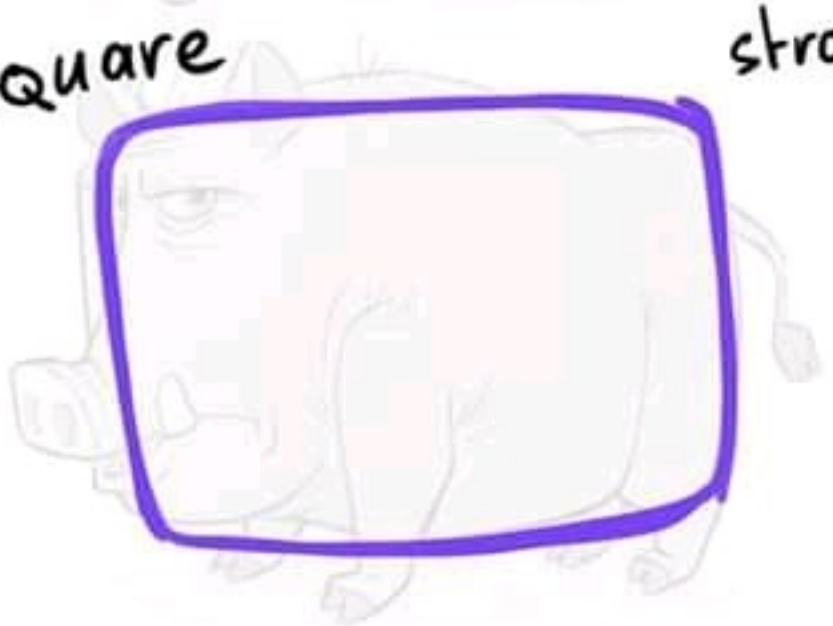
circle



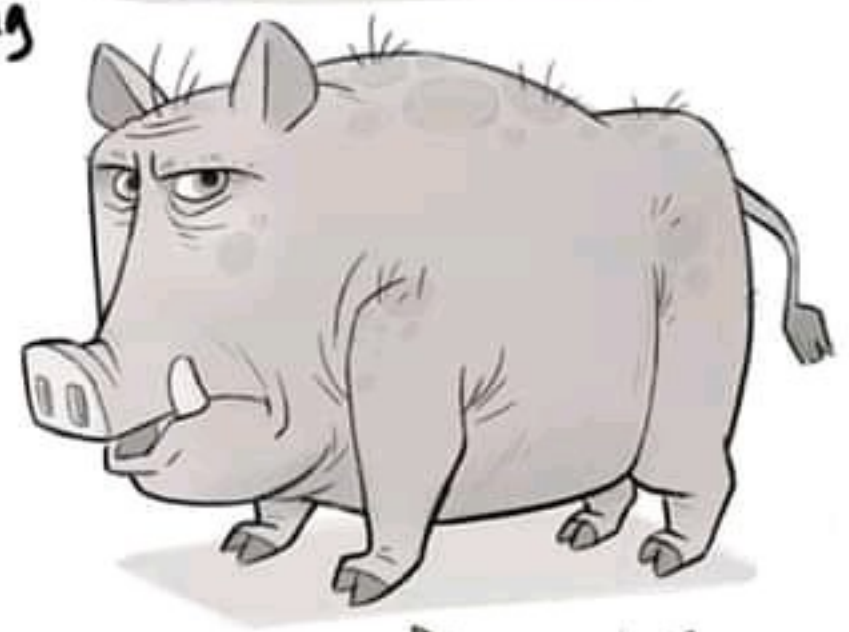
friendly



square



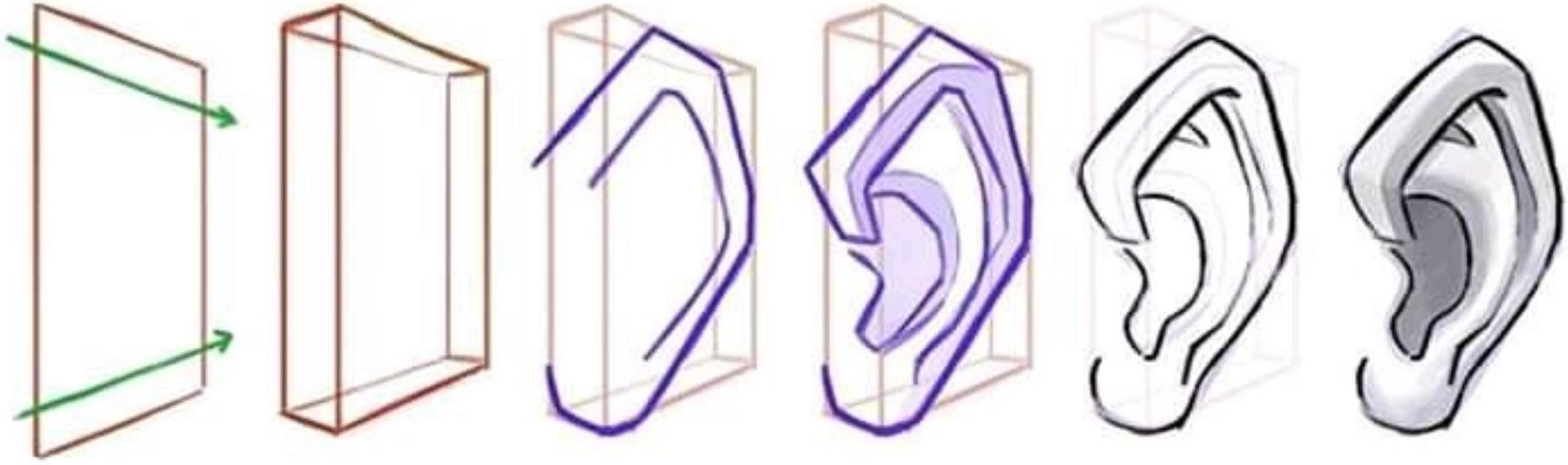
strong

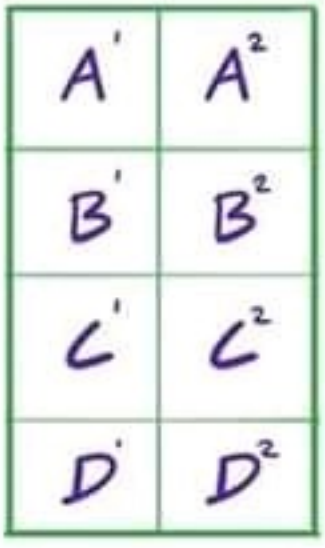


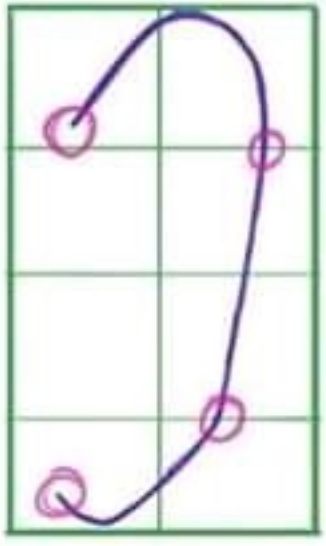
triangle

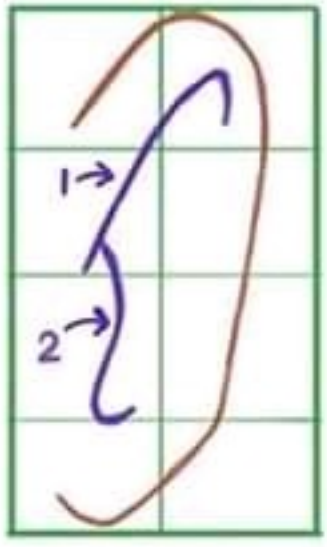
DAngerous

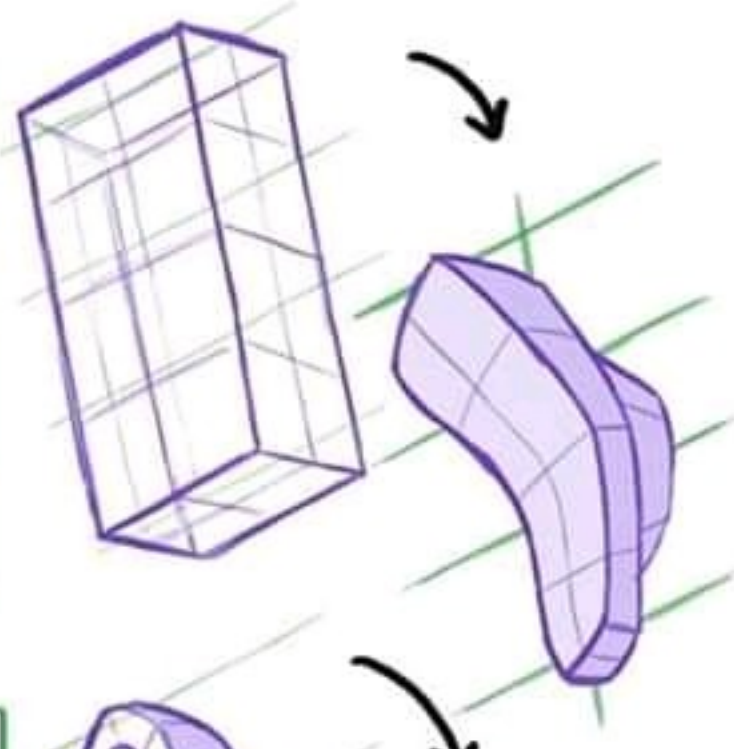
@ mitch Leeuwe

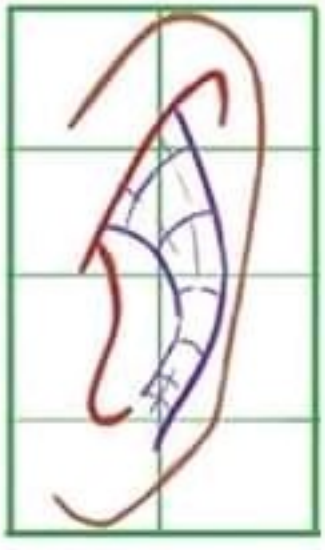


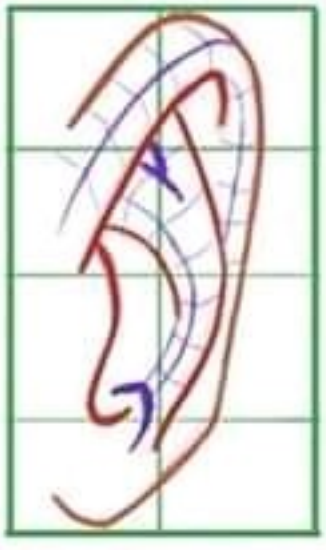

A' A²
B' B²
C' C²
D' D²

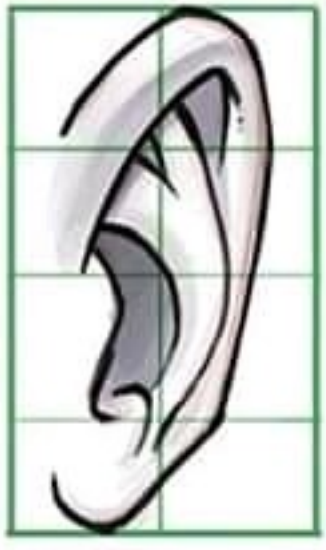


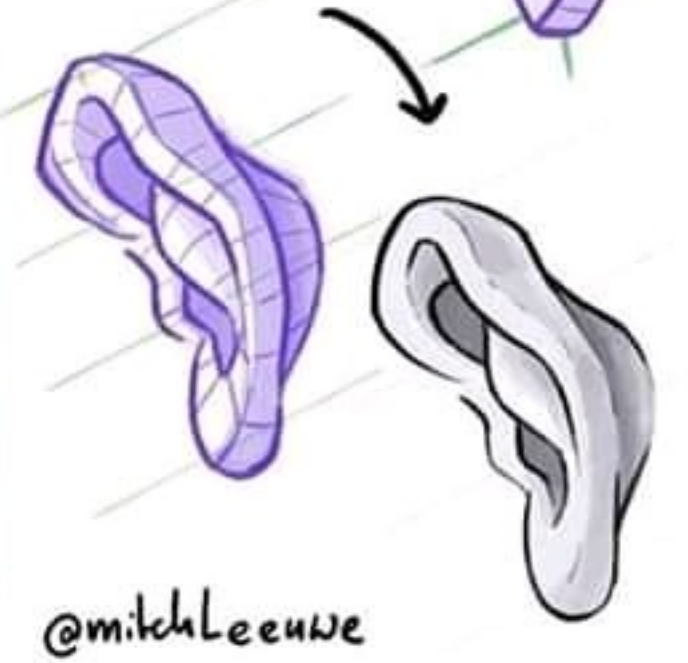

1
2









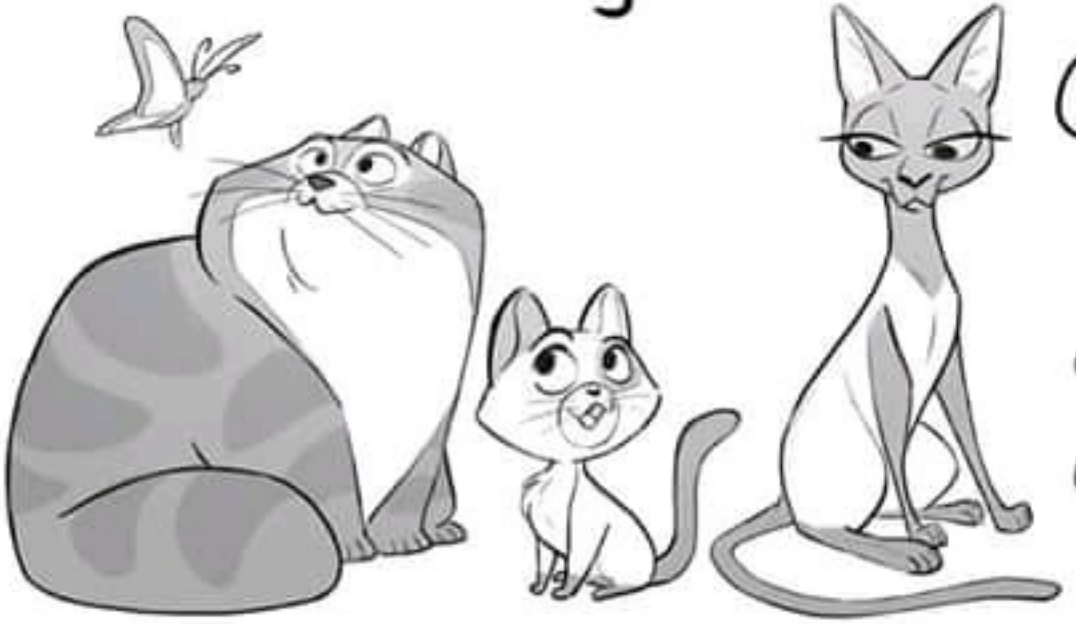

@mitchLeeuwe

①

● main action line
● sub action line

I always start with the action line & the flow

② Draw construction on top of the action line. Draw through your shapes so you get a good 3D drawing

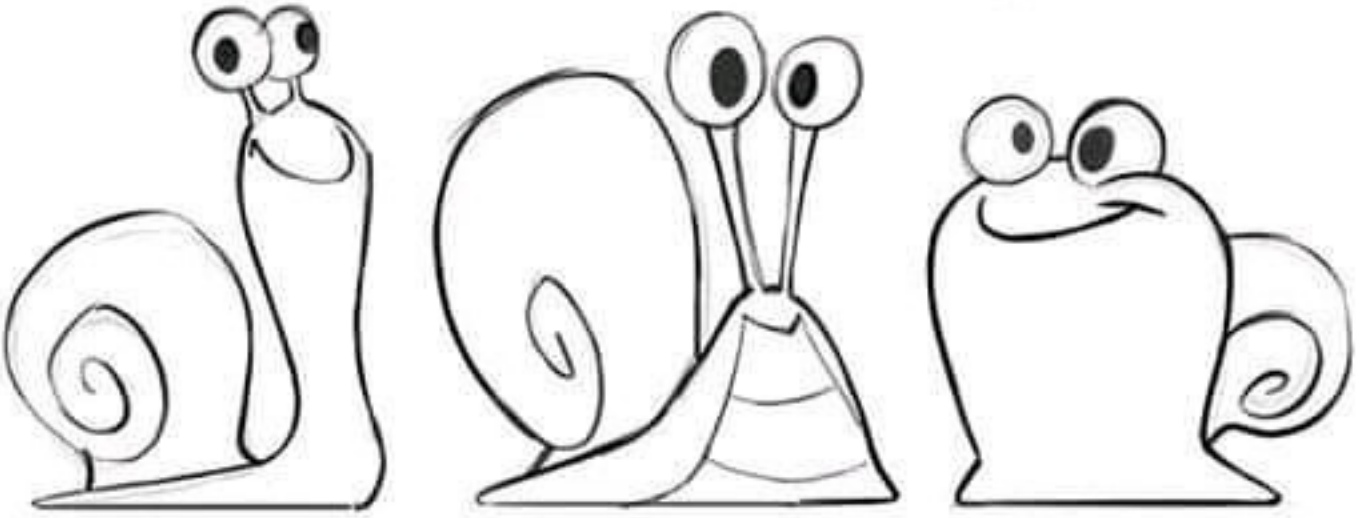


③ Details for last in this fase i use contrast in lines. using "SC 1" and using straight vs curved.

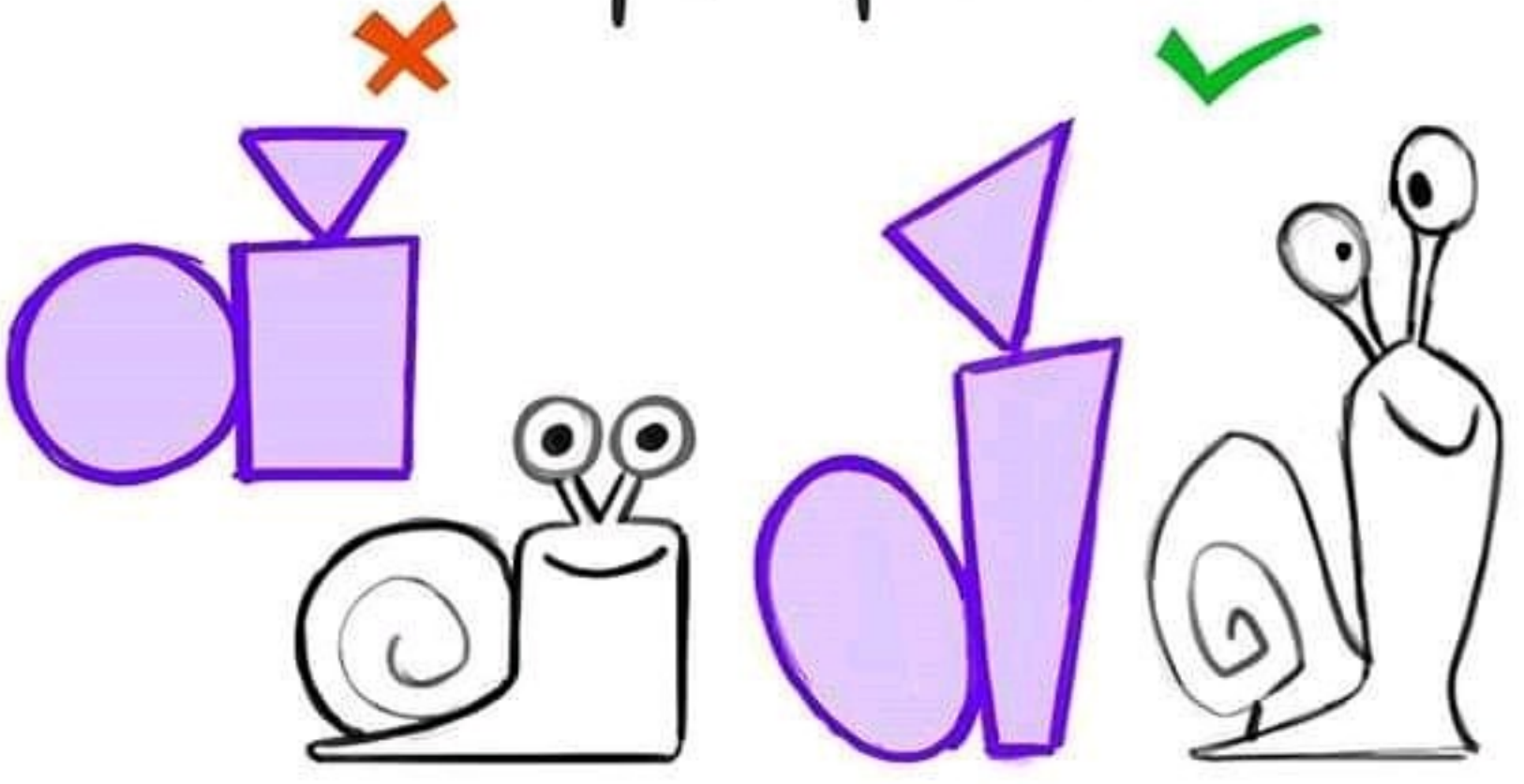
@mitchleeuwe

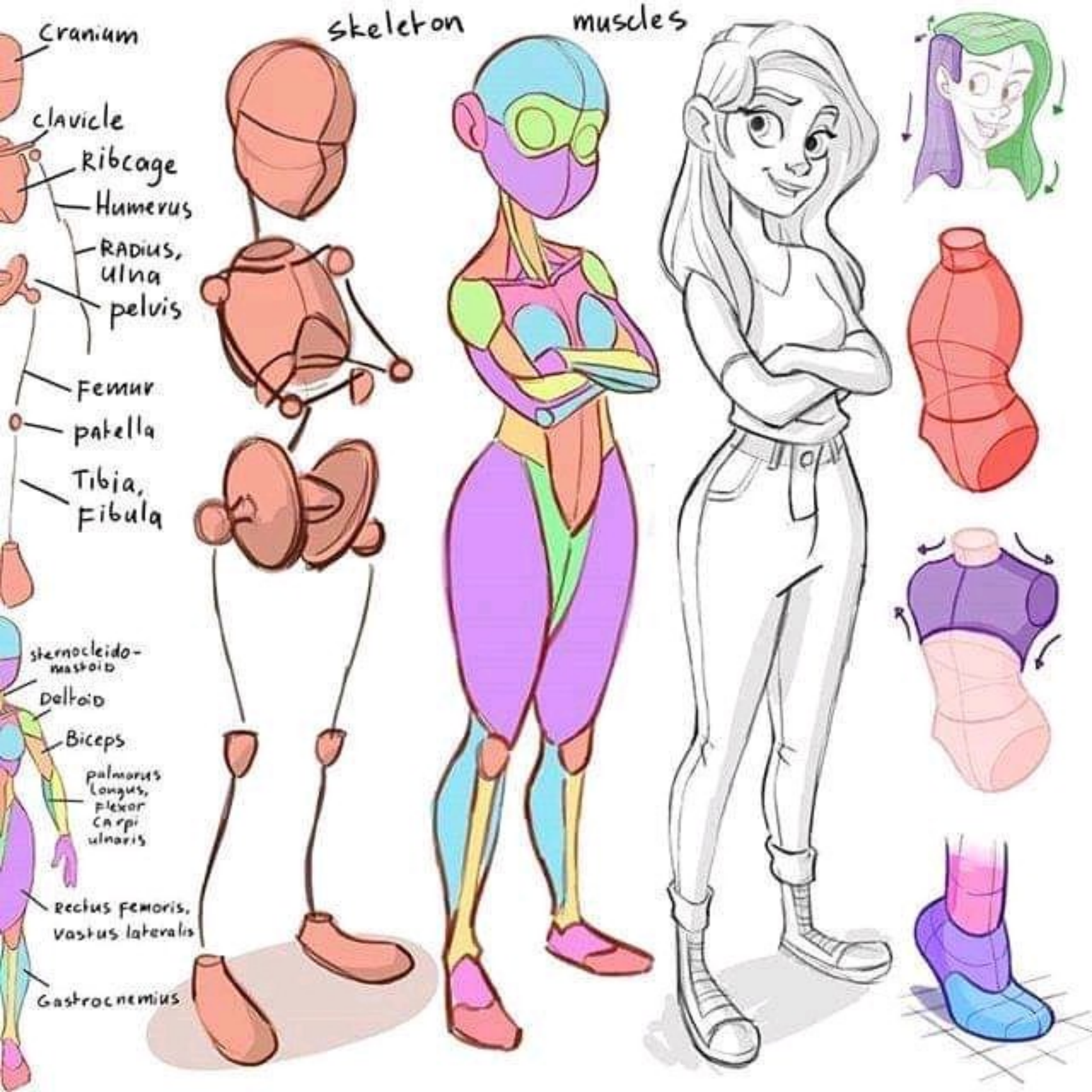
square
triangle
round
characters design loosely based on primary shapes
creating 3 different type of characters
@mitchleeuwe

#Drawthisinyourstyle



Try to find nice contrast in the shapes & push it




Cranium
clavicle
Ribcage
Humerus
RADius, Ulna
pelvis
Femur
patella
Tibia, Fibula
sternocleido-mastoid
Deltoid
Biceps
palmaris Longus, flexor carpi ulnaris
Rectus femoris, vastus lateralis
Gastrocnemius
skeleton
muscles

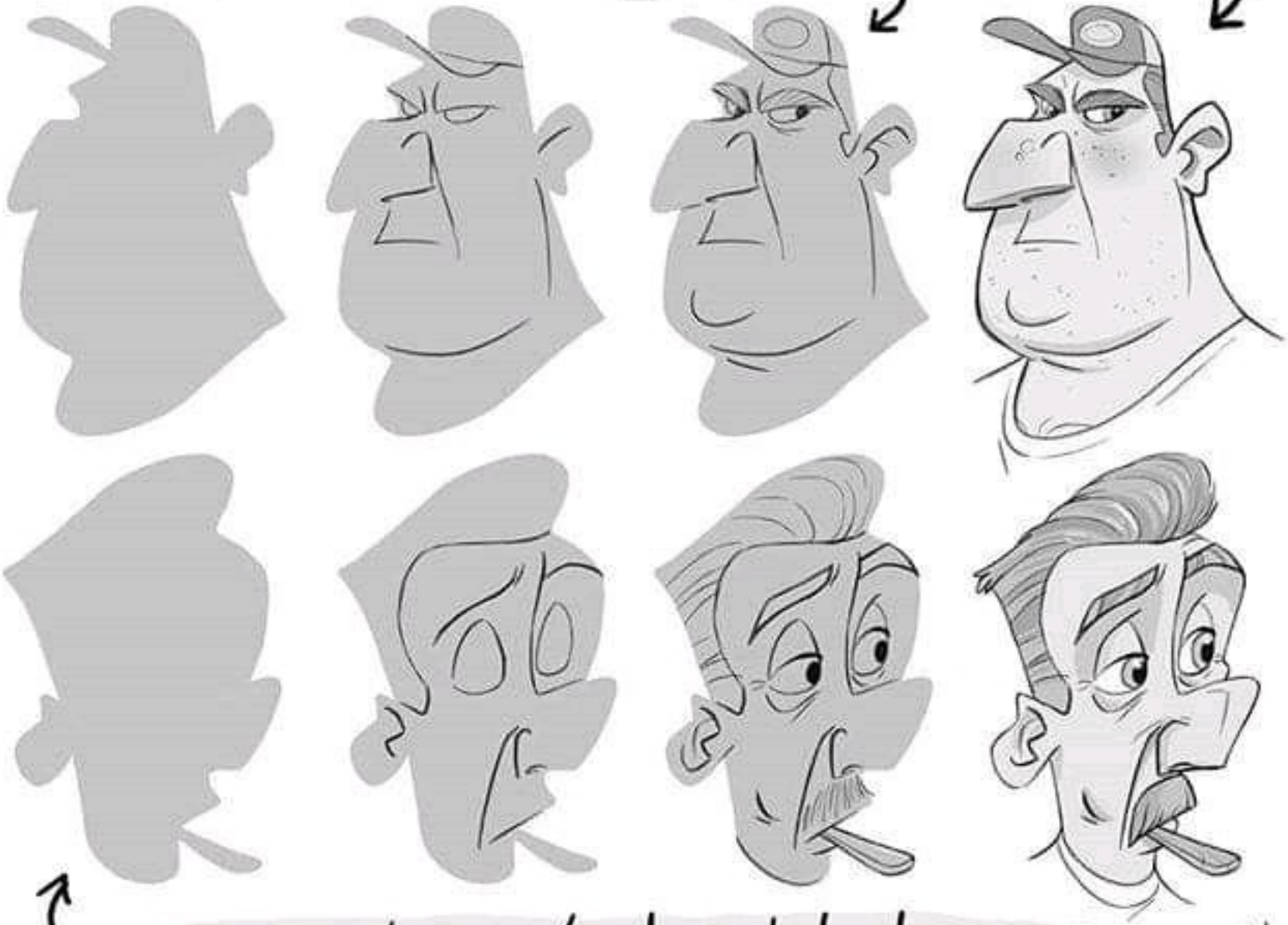
Drawing with shapes!

1 start with an abstract shape

2 Draw the big shapes first

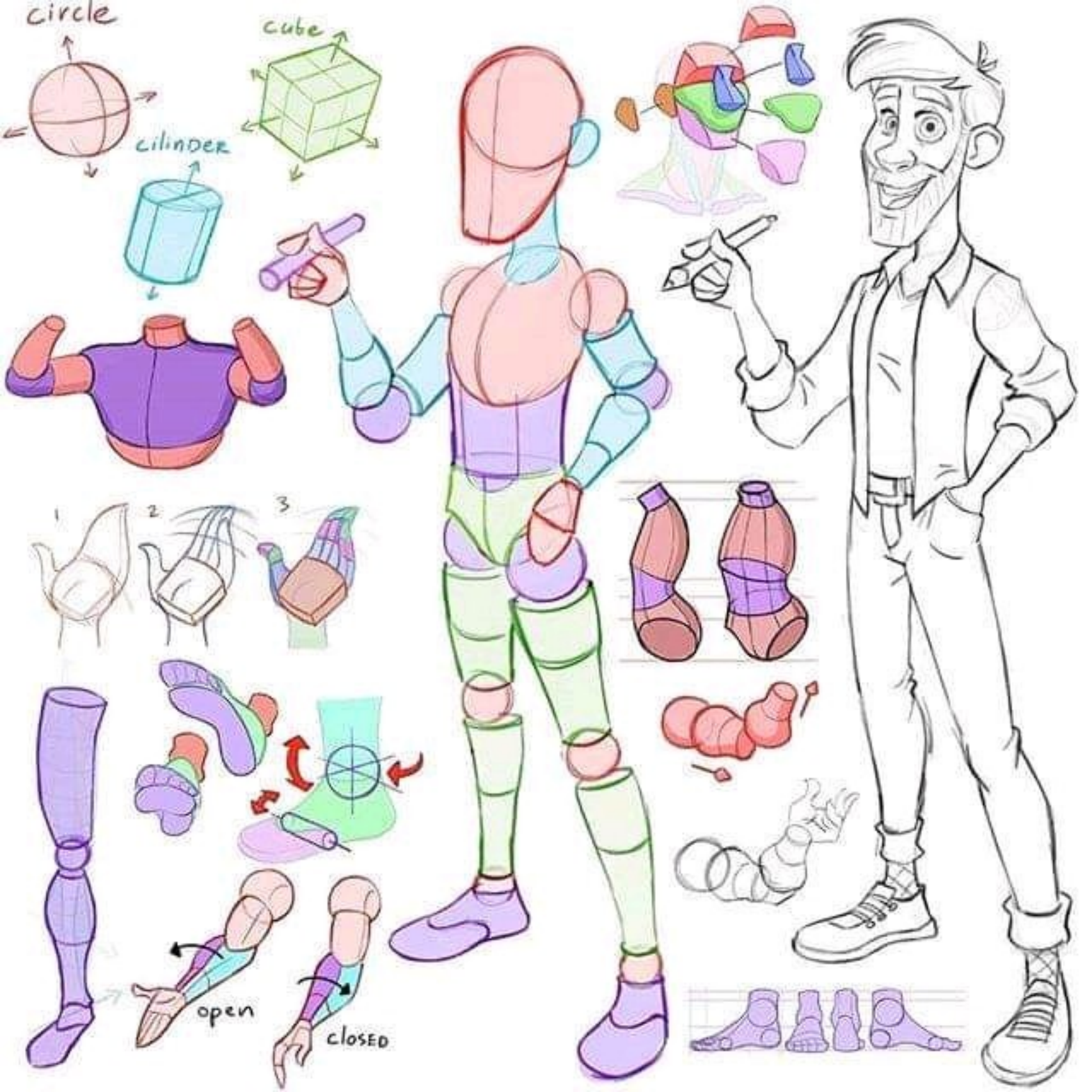
3 smaller shapes

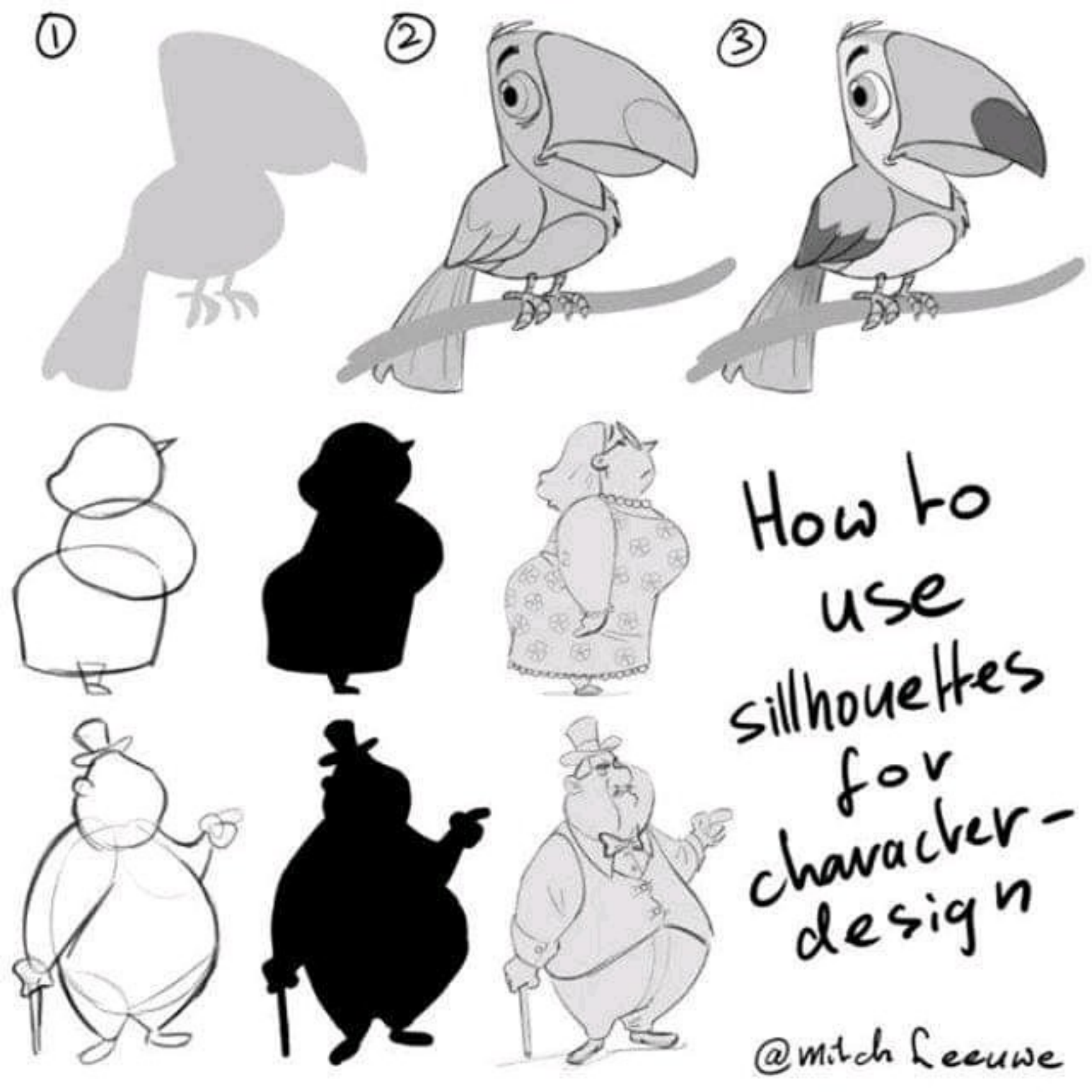
4 Final details & values



same shape but rotated 180°

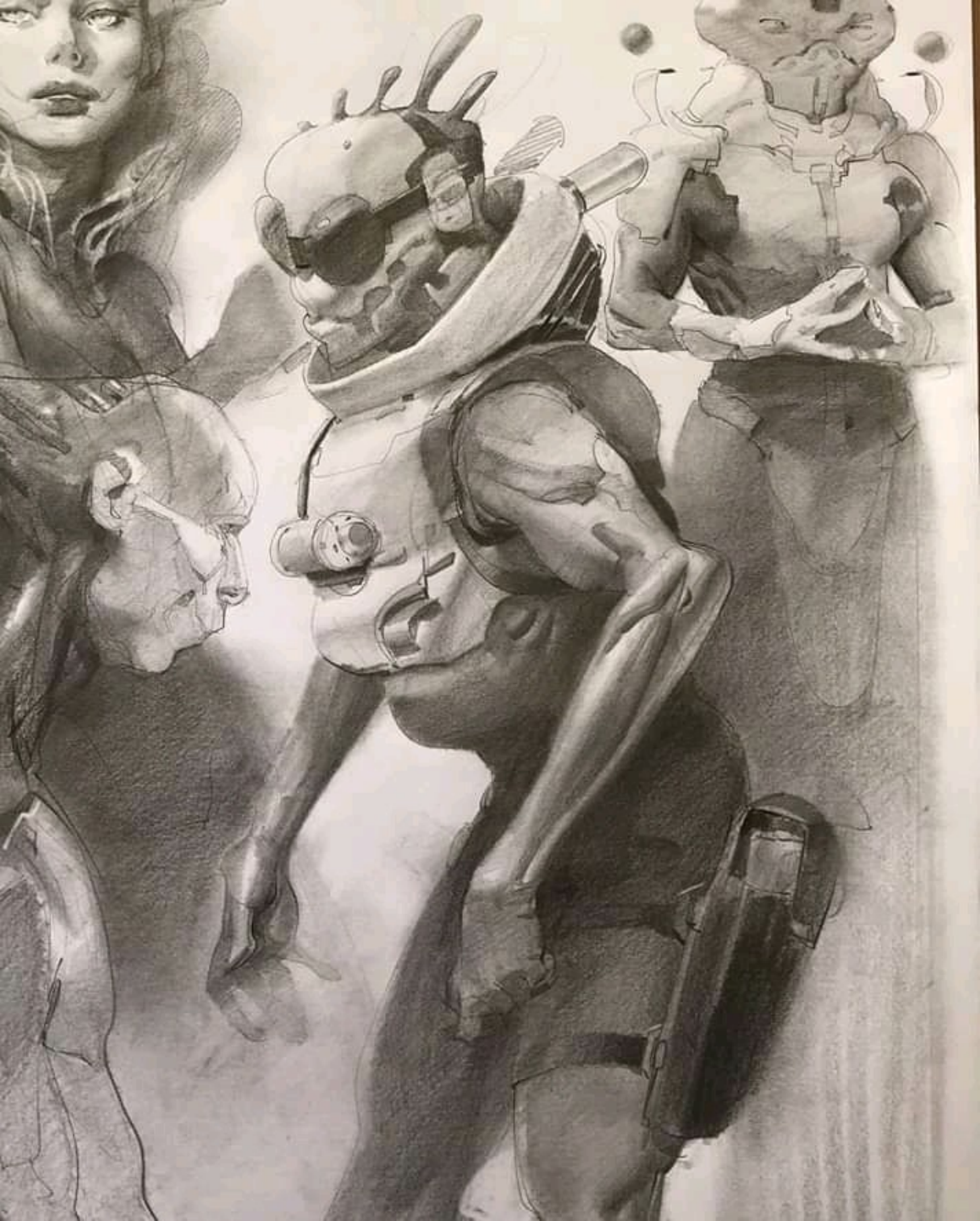
Mitch Leeuwe


circle
cube
cilinder
1
2
3
open
closed


1
2
3
How to use silhouettes for character-design
@Mitch Leeuwe

PRISMACOLOR

GRUAM



Spaghetti